MLB® POWER PROS 2008

EVERYONE

CONTENT RATED BY ESRB

MLB PLAYERS CHOICE

MAJOR LEAGUE BASEBALL™

KONAMI

2K SPORTS

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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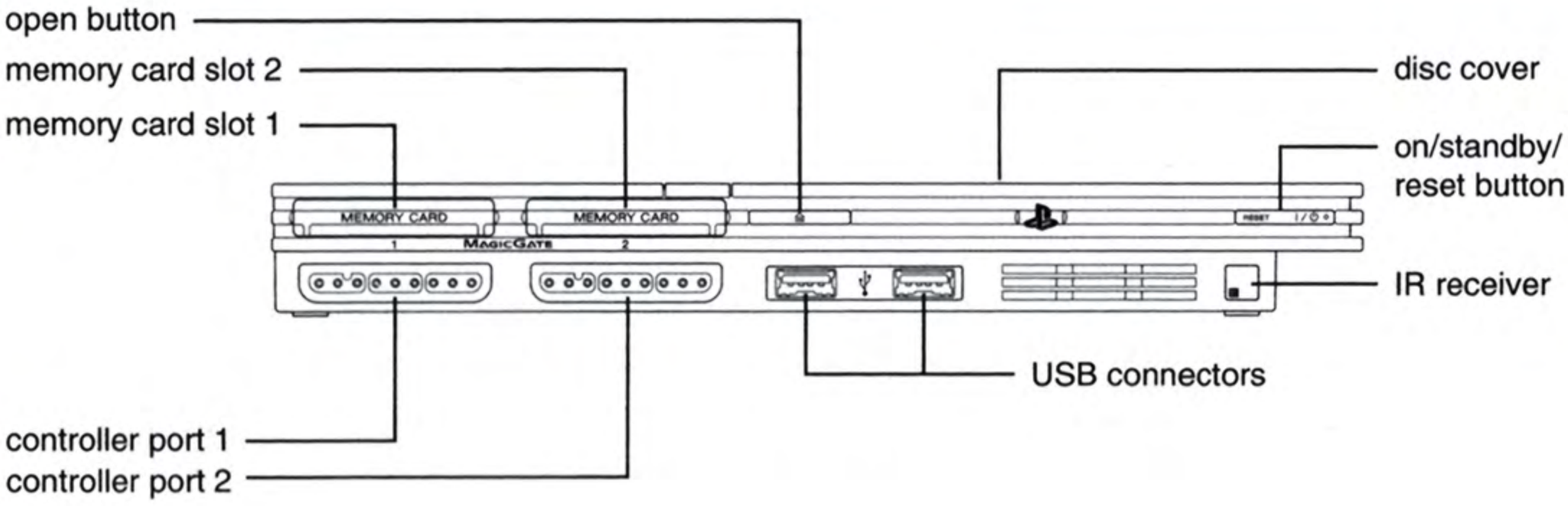
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the MLB® POWER PROS 2008 disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button

L1 button

directional buttons

left analog stick (L3 button when pushed down)

SELECT button

ANALOG mode button

START button

right analog stick (R3 button when pushed down)

R2 button

R1 button

△ button

○ button

× button

□ button

Introduction

Thank you very much for your purchase of MLB® Power Pros 2008. To enjoy this product to the fullest, be sure to read this manual before playing your game. Also, refer regularly to this manual to understand the correct procedures for using this product. Please note that this manual will not be reissued, so make sure to keep it in a safe place.

Rules for "MLB® POWER PROS 2008"

The rules for this game are generally the same as Major League Baseball, but please take note of the following points.

★ The data used for each player is for the 2008 version.

★ In Season Mode and League Mode, any game that is still tied after 20 innings will be replayed. (See "Season" on ▸P.22 and "League" on ▸P.38.)

Runs	The highest number of runs that will be counted is 99.
Mercy Rule	This rule calls for a winner and loser to be decided when one team is beating another by a certain number of runs. When determining the settings for this game, you can choose the number of runs at which the Mercy Rule will come into effect.
Number of Home Runs Displayed	The highest number of home runs that will be counted is 255 .

MAJOR LEAGUE BASEBALL®

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How to Play

This page shows you how to enjoy Success Mode, Season Mode, and Arrange Mode. Try your hand at creating your own players and teams to compete against your friends. Some of the items that can be purchased at the Shop will also be introduced.

Success ▶ P.16

In a limited time frame, build up your player's abilities and make your mark in the Minor Leagues. Get noticed by big league scouts, and you can convert him into a created player.

Develop your own original ballplayer!

Season ▶ P.22

Spend the points you earn when your team plays well to buy baseball equipment, make trades, and improve your squad. The club you're developing in Season Mode can even be saved as an Arrange Team! An original player created in Success Mode can also be added to your team. After making a player you really like, select "Created Player Registration" in the Season Mode Start Settings or Management Menu to place him on your roster.

Strengthen your team and win a ton of games during the season!

Arrange ▶ P.44

Using your favorite team as a base, switch around players and change the team name, mark, logo, and/or stadium to make your own ball club. You can also add a player you created yourself or edit an Arrange Team you saved in Season Mode. The teams you make here can be entered into Exhibition Mode and League Mode, as well as Season Mode.

Set up your ball club any way you want!

Shop ▶ P.51

After you play the game and build up Pro Points, you can buy things at the Shop! Accumulating points will allow you to purchase helpful items for Season Mode and original stadiums to use in Exhibition Mode, for example.

If you buy a baseball card...

you'll have more players to look through when you select "Baseball Cards."

By purchasing a form...

you can choose from a larger number of forms when creating a player in Success Mode.

Major League Baseball Team Introductions

American League teams appear in **red** and **National League teams** appear in **blue**. Division placement is based on the 2007 season.

1 Los Angeles Angels — 1st Place

Established in 1961. Their official team name is the "Los Angeles Angels of Anaheim."

2 Seattle Mariners — 2nd Place

Founded in 1977. Have featured many top stars, including several Japanese players.

3 Oakland Athletics — 3rd Place

Originally a member of the National League, joined the American League when it was founded in 1901 under the name the Philadelphia Athletics.

4 Texas Rangers — 4th Place

Founded in 1961. The team's name was taken from the mounted Texas lawmen of the past.

5 Arizona Diamondbacks — 1st Place

Formed in 1998. Given their name from the rattlesnakes that live in Arizona.

6 Colorado Rockies — 2nd Place

Added to the National League in 1993. Named after the Rocky Mountains, the club plays at Coors Field in Denver.

7 San Diego Padres — 3rd Place

Founded in 1969. Named after the priests who helped develop the local area in the eighteenth century.

8 Los Angeles Dodgers — 4th Place

Entered the National League in 1890. The first team in Major League Baseball to feature an African-American player.

9 San Francisco Giants — 5th Place

Joined the National League in 1883. The team name came from one of the first managers of the club, who called the team players his "Giants."

10 Cleveland Indians — 1st Place

Established in 1901. Famous for being the team portrayed in the movie "Major League."

11 Detroit Tigers — 2nd Place

Originally a member of the National League, were once relegated to the Minor Leagues. Resurfaced as an American League team in 1901.

15 Chicago Cubs — 1st Place

Founded in 1876. Past players include many famous Hall of Famers.

16 Milwaukee Brewers — 2nd Place

Formed in 1969. The name of the team is derived from the city's famous brewing industry.

17 St. Louis Cardinals — 3rd Place

Joined the National League in 1892. Nicknamed the Cardinals because the deep red color of their uniforms matches the color of the bird.

12 Minnesota Twins

3rd Place

Founded as the Washington Senators in 1901. Moved to their current location in 1961.

13 Chicago White Sox

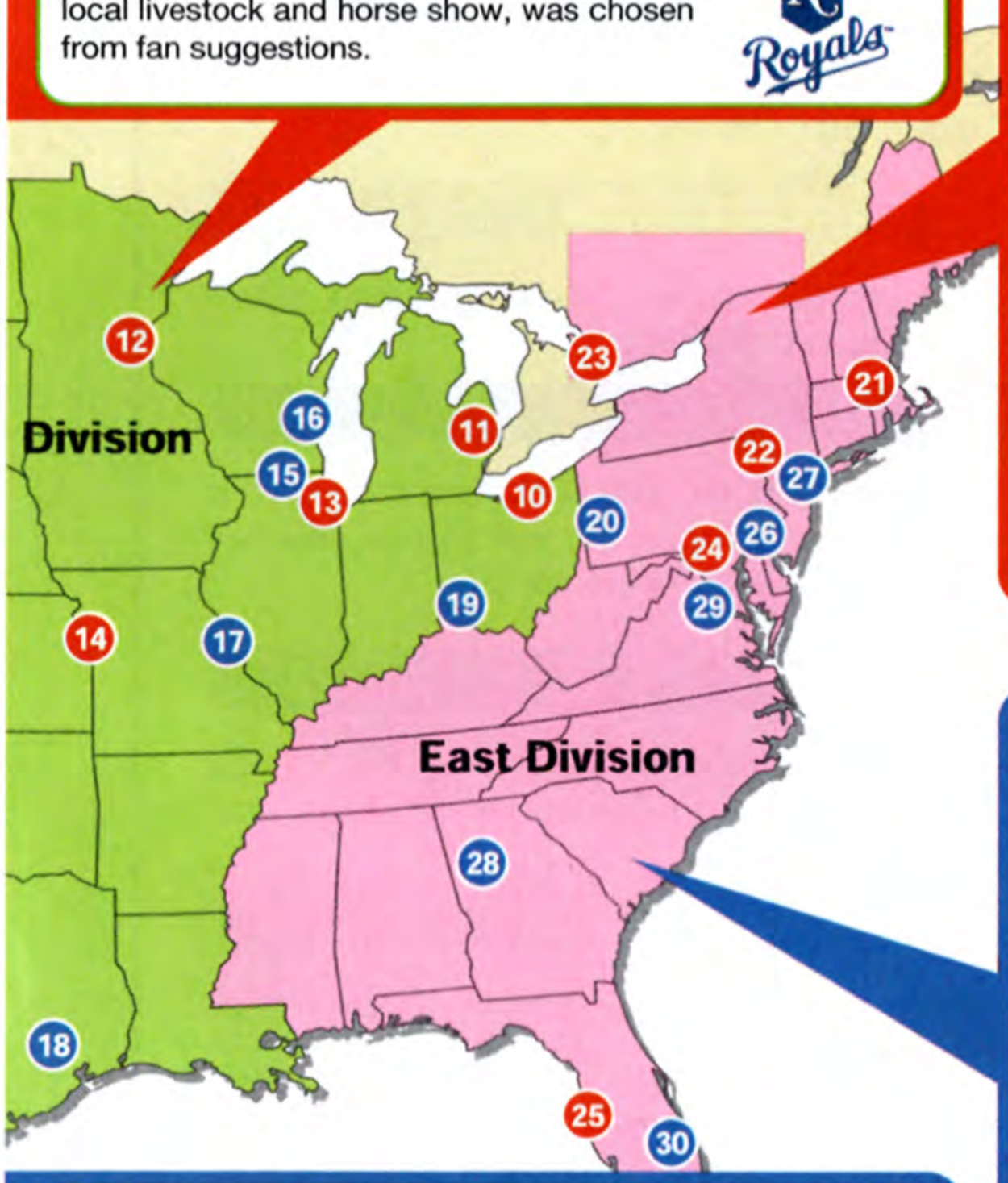
4th Place

Became a founding member of the American League in 1901. The winners of the first ever AL pennant.

14 Kansas City Royals

5th Place

Founded in 1969. Their name, taken from a local livestock and horse show, was chosen from fan suggestions.



18 Houston Astros

4th Place

Established in 1962. Received their name from the astronauts from the nearby NASA space center.

19 Cincinnati Reds

5th Place

Founded in 1876. A previous incarnation of the team – the Red Stockings – were the first ever pro baseball club.

20 Pittsburgh Pirates

6th Place

Established in 1887. Received their name because of an incident when they aggressively stole a player from another team.

21 Boston Red Sox

1st Place

Founded in their current city in 1901 as a charter member of the American League. Play in the oldest ballpark in the Major Leagues.

22 New York Yankees

2nd Place

Established in 1901. Dominant team that has won the World Series 26 times, and has featured many famous players.

23 Toronto Blue Jays

3rd Place

Formed in 1977. Given their name to commemorate the traditional blue color of Toronto sports teams.

24 Baltimore Orioles

4th Place

Founded in Milwaukee in 1901, but relocated to Baltimore in 1954. Have featured many star players, such as Cal Ripken Jr.

25 Tampa Bay Rays

5th Place

Joined the American League in 1998. Changed to their current nickname at the end of 2007.

26 Philadelphia Phillies

1st Place

Entered the National League in 1883. Their name is based off of the city where they play.

27 New York Mets

2nd Place

Founded in 1962. Their name is short for "Metropolitans," meaning people from the big city.

28 Atlanta Braves

3rd Place

Joined the National League in 1876 as one of its charter members. Won 14 straight division titles from 1991-2005.

29 Washington Nationals

4th Place

Formed in 1969 as the first Major League team to play in Canada. Relocated to Washington, D.C. in 2005, their current home.

30 Florida Marlins

5th Place

Established in 1993. Named after the fish that is found in nearby waters.

Start Game

Press the ⊗ button while on the Title Screen to bring up the Mode Select Screen. After choosing the mode you want to play in, you will advance to the respective screen.

Mode Select

Twelve different options will appear on the Mode Select Screen.
Use the left analog stick or directional buttons to highlight your choice. Press the ⊗ button to make your selection.

Exhibition P.14

Play as your favorite team and enjoy a game of baseball against a friend or the computer (CPU).

Success P.16

Create your own player and train hard to get to the Major Leagues.

Season P.22

Pick a team and try to become the world champions in the next ten years.

MLB® Life P.32

Take on the role of a lone Major Leaguer and experience a career in the Bigs.

League P.38

Battle it out with your friends and the computer in a league with two to six teams.

Home Run P.41

Choose your favorite player and try to hit a whole lot of homers.

Practice P.42

Work on different types of controls such as pitching and batting.

Arrange P.44

Build your own ballclub using any players or teams that you like.

Display Style P.46

Adjust the camera settings used when batting and pitching.

My Data P.47

Manage various data such as the password display and input for the player you are developing in Success Mode.

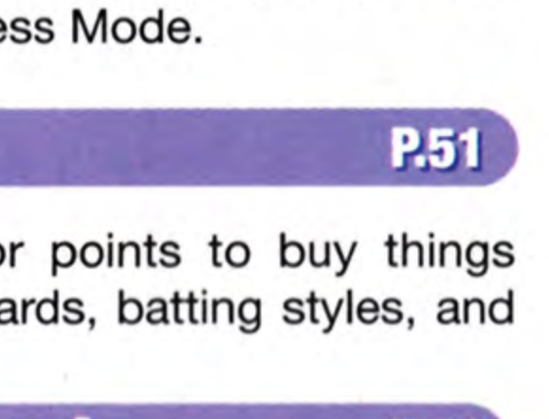
Shop P.51

Spend Power Major points to buy things such as Baseball Cards, batting styles, and pitching forms.

Baseball Cards P.51

Take a look at the baseball cards you've acquired.

Saving Your Main Data (Game Progress)



After adjusting the settings for this game in Options and other menus, selecting "Yes" will save your changes to your main data. Before recording this data, you must have already inserted a Memory Card (8MB)(for PlayStation®2) with at least 895 KB of available space into MEMORY CARD slot 1. (See "About Options" on P.43.)
In addition, beyond the space used to record your main data, the following is needed to save Season Mode and MLB® Life Mode data. Refer to the respective section for saving directions.

•Season Mode: 1211 KB or more **•MLB® Life Mode: 1053 KB or more**

★Do not turn off the power on your PlayStation®2 while data is saving.

★Please be aware that once data has been deleted, it cannot be restored.

Using the Controller

The following explains how to operate the controller, as well as how to use the controls at various menu screens. Refer to ▶ P.10~P.13 for an explanation of the controls used during the game.

DUALSHOCK®2 Analog Controller

For a one-player game, connect a DUALSHOCK®2 Analog Controller to controller port A. For a game with two or more players, connect additional controllers and operation all controllers according to the on-screen display.

★ For this game, when ANALOG mode is switched on (the mode indicator lights red), you may control the game using the left analog stick. When ANALOG mode is switched off (the mode indicator does not light), you can only control the game using the directional buttons.

★ You can turn the Vibration function On in either the Options or Control Options menu.

★ The method for using the DUALSHOCK® Analog Controller is the same as for the DUALSHOCK®2 Analog Controller, except with regards to the vibration function, the left analog stick, and the right analog stick.

In-game controller types

There are two controller types that you can use during a game: Type A (MAN A) and Type B (MAN B). Select which one you would like to use in the Options or Control Options menu.

★ Refer to the icons on ▶ P.10~P.13 to see how to use each controller type.

Batting Controls

To get your timing right and hit the ball well, line up the Sweetspot Cursor of the bat with the mark that appears after the pitch is thrown (i.e. the ball's arrival point).

You can change the controller type (Type A or Type B) in Options.
(See "About Options" on P.43.)

Batting

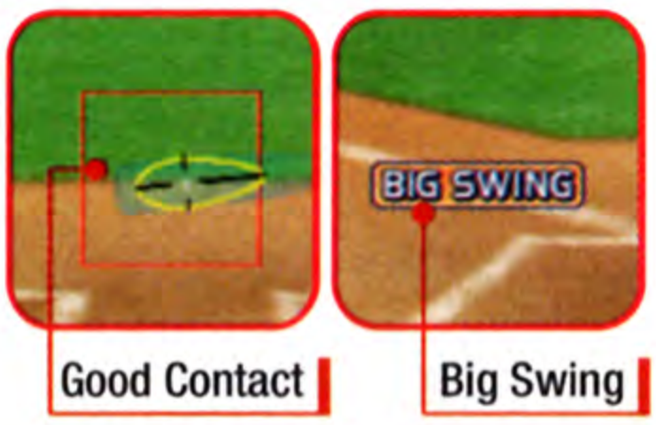
When a player is up to bat, areas of the strike zone appear in red to show his strengths (often hits the ball hard) and blue to represent his weaknesses (rarely gets ahold of the ball). After checking the strike zone, follow the steps listed below to hit the ball.

1 Changing the Sweetspot Cursor

There are two kinds of Sweetspot Cursors: Good Contact for striking the ball easily and Big Swing for hitting for extra bases even though it becomes more difficult to make contact. Be sure to select the right one before the pitch.

TYPE A TYPE B

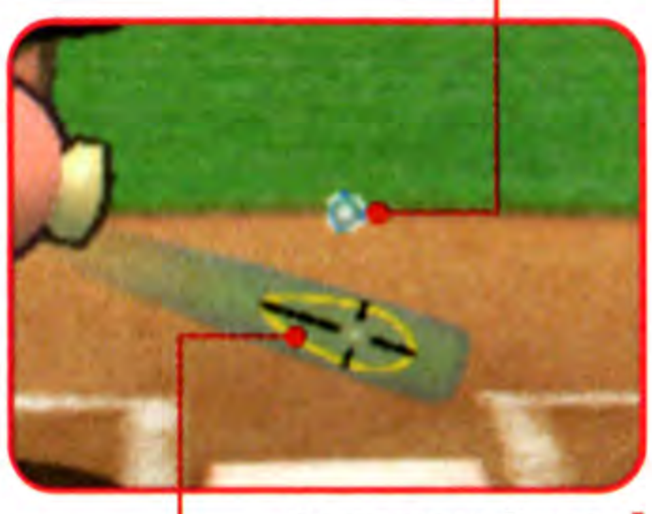
R1 button
or
R2 button



2 Lining up the Sweetspot Cursor

Try to line up the Sweetspot Cursor with the ball's arrival point. You can hit a powerful shot if the center of both the Sweetspot Cursor and the ball's arrival point meet. Also, if you barely move the Sweetspot Cursor after the pitch is thrown, you can hit the ball with extra power.

TYPE A TYPE B



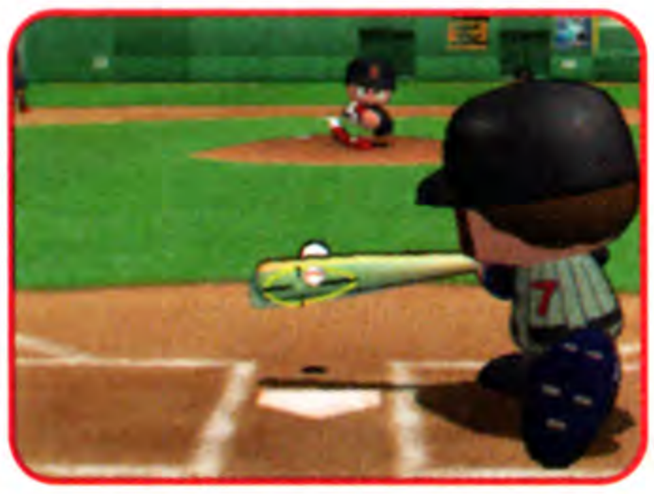
★ When using the directional buttons to control the game, you can return the Sweetspot Cursor to the center by pressing the SELECT button. You can make the same change when using the left analog stick controls, but only when set to "Digital" in the Options menu.
★ Besides the Sweetspot Cursor, you can also hit the ball with any part of the bat that is displayed onscreen. But, by connecting outside of the Sweetspot Cursor, you will hit the ball weakly, resulting in a soft groundball or flyball, etc. So, always try to strike the ball with the Sweetspot Cursor.
★ The ball's arrival point is marked by a cursor. To change its shape, go to Options.

3 Swinging

The direction in which the ball is hit will change based on how well you time your swing.

TYPE A TYPE B

button

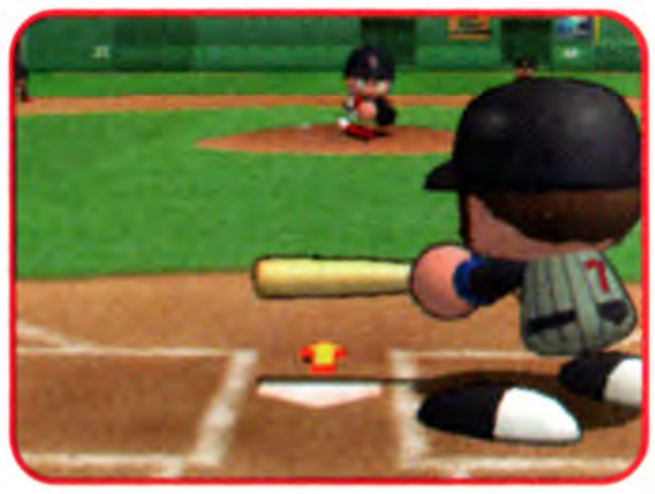


Bunting

To line up your bat with the ball, press the left analog stick or directional buttons ⬆/⬇ to adjust height and ⬅/➡ to change the direction of the bunt.

TYPE A TYPE B

button



★ Bunt for a Hit by getting into a bunting stance after the pitcher throws the ball. Push Bunt by striking the ball while you are using Big Swing as your Sweetspot Cursor. After the pitcher starts his motion and lifts his leg, Fake Bunt by pulling back the bat and then swinging.

Base Running Controls

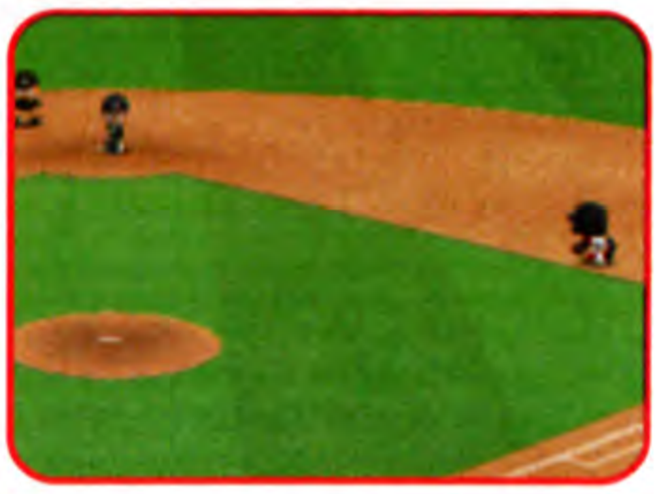
You can control runners who reach base by having them advance, retreat, or try to steal. While runners are moving, boost their speed a little by repeatedly pressing the L1 button, L2 button, R1 button, and/or R2 button.

Advance all runners

Press the △ button to move all runners toward the next base.

TYPE A TYPE B

△ button

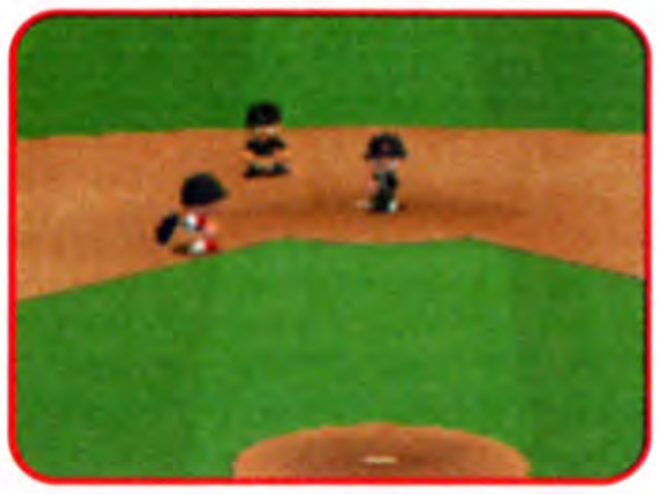


Return all runners

Press the ○ button to send all runners back to the previous base.
When the Fielding Screen appears, hold down the ○ button to run back at a faster pace.

TYPE A TYPE B

○ button



Halt all runners

Press the △ button and the ○ button at the same time to stop all runners from moving while they are between bases. Then, press the △ button to restart runners or the ○ button to return runners to their previous bases.

TYPE A TYPE B

△ button + ○ button

Advance to a specified base (Steal)

Choose a base with the left analog stick or directional buttons and press the □ button to start advancing. Please note that, if you enter the controls to advance a runner before the pitch is thrown, the runner will start moving automatically.

★ To take a big lead and improve your chances of stealing a base, quickly press each control used to advance runners (left analog stick or directional buttons + □ button or △ button) two times in a row.

TYPE A TYPE B

Seconde Plate
Third Base
Home Plate

□ button

Return to a specified base

Choose a base with the left analog stick or directional buttons and press the ✕ button to return to that base. Hold down the ✕ button to run back at a faster pace.

TYPE A TYPE B

Second Base
Third Base
First Base

✕ button

Pitching Controls

You can choose a pitch type and location for every pitch you throw. When runners are on base, you can also try to pick them off.

You can change the controller type (Type A or Type B) in Options.
(See "About Options" on ▶P.43.)

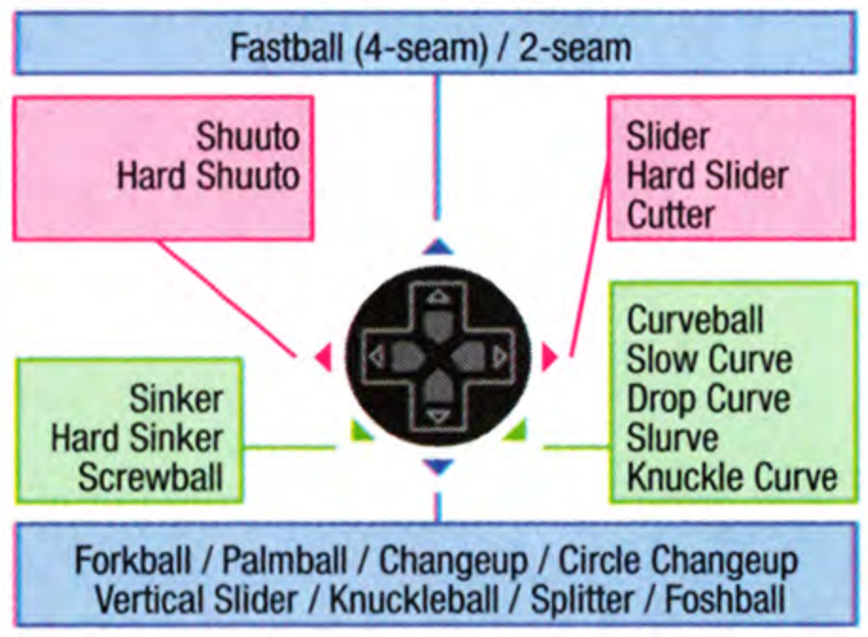
Pitching

1 Choose a pitch type

From the pitches your pitcher can throw, select the type you would like to use. Press the SELECT button or don't select any direction at all to throw a fastball (4-seam).
If two pitch types both use the same direction, press the R1 button to switch between the pitches after pressing in that direction.

★ When using the directional buttons to control the game, press two directional buttons at the same time to select a pitch that corresponds to a diagonal direction. (To throw the pitch type on the bottom right: directional buttons ➡+⬇.)

Directions set for each pitch type — Right-handed pitcher setup



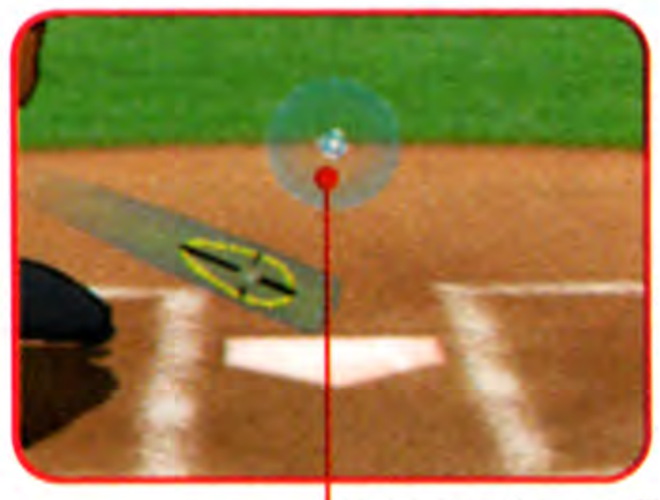
★ The left and right sides are switched for a left-handed pitcher.

2 Starting the wind-up

There are two pitching methods available: Classic and Expert. Select the one you like best by going to Options.

TYPE A TYPE B

button



Pitching Cursor

Classic	Press the ⊗ button once to pitch. You can speed up the pitch by repeatedly pressing the ⊗ button after the ball is thrown.
Expert	Press the ⊗ button to enter a pitching motion. To increase the pitch's speed, then hold down the ⊗ button. Press the ⊗ button once more as the pitcher reaches his release point (the moment the Pitching Cursor is at its smallest size). Timing this correctly will give the pitch more control.

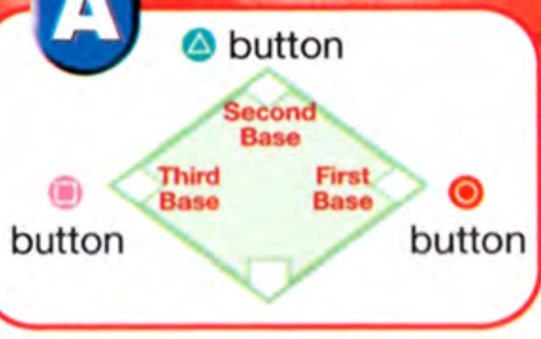
3 Selecting pitch location (left analog stick / directional buttons)

Choose the pitch's location by controlling the Pitching Cursor with the left analog stick while the pitcher is in his motion. The ball will then be thrown to where you placed the Pitching Cursor.

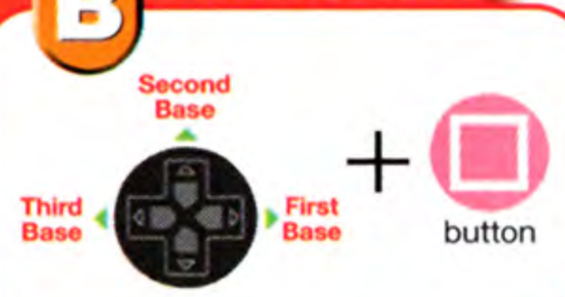
Pickoff move

Try to pick off a runner at a specified base.
The controls will differ based on the controller type you are using.

TYPE A



TYPE B



Waste pitches

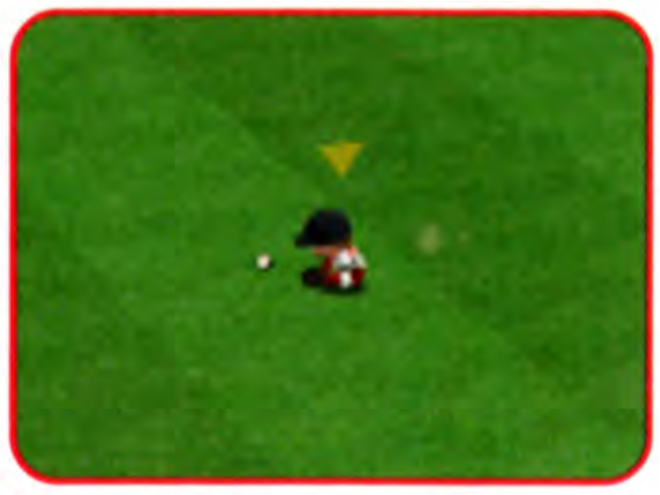
To defend against a potential steal, sacrifice bunt, or squeeze bunt, throw a ball off the plate by making a pitch after pressing the R2 button. If they receive an easy pitch to handle, catchers can throw the ball faster to catch runners stealing. You can decide to throw a waste pitch up until the point that you release the pitch.

Fielding Controls

You can control fielders marked by a "▽▽▽". Other fielders will move automatically based on the ball's location.

Moving a fielder

Control the fielder marked by a "▽" with the left analog stick. Press the R1 button to fix the mark on the fielder you are controlling, or press the L1 button to move the mark to a fielder who is close to the ball.



Special controls for jumping, diving, and fielding near the fence

Sliding catch

TYPE A TYPE B

+ □ button

When close to the Catch Mark, slide and catch a flyball.

Diagonal jump

TYPE A TYPE B

+ △ button

Slight jump

TYPE A TYPE B

+ □ button + ✕ button

Diving catch

TYPE A TYPE B

+ ✕ button / ○ button

Fielding near the fence

TYPE A TYPE B

+ ○ button

- **Wall jump (at stadiums with a high fence)**
  Use the wall to make a jumping catch.
- **Climbing the fence (at stadiums with a low fence)**
  Hold down the ○ button to get on top of the fence. At this point, press either the ✕ button, the △ button, or the □ button to jump from the fence.

★ Press the ○ button, the ✕ button, the △ button, or the □ button without pressing the left analog stick or directional buttons to jump straight up.

Throwing

After you field the ball, throw the ball to a specified base. You can also press the L1 button to fake a throw. Please note that the controls will differ depending on the controller type you have selected.

TYPE A

△ button
□ button: Second Base
Third Base: ○ button
First Base: ✕ button
Home Plate

TYPE B

Second Base
Third Base / First Base
Home Plate
+ □ button

Cut-off man

Throw the ball to a cut-off man.

TYPE A TYPE B

R1 button or R2 button

Fielding shift

Set fielding positions for both the outfield and the infield.
L1 button + ○ button or △ button: Outfield positioning
L1 button + □ button or ✕ button: Infield positioning
L1 button + SELECT button: Set fielding positions one player at a time.

★ Press the L1 button from when your pitcher begins his motion until he releases the pitch to bring the infield in to defend a bunt.
★ When setting fielding positions for players individually, select a position and adjust where that player is placed using the left analog stick or directional buttons.

Exhibition

In this mode, create the matchup you want with any two teams and enjoy a game of baseball. Just pick your club's lineup to start playing.

Prior to starting the game

Choose settings following the steps listed below. Then, you're ready to take the field.

1 Select a play method

First, set the number of players. (After making your selection, choose "Watch a Game" to take the role of a spectator as two computer teams face off.) Then, decide your Controller Setup. You can save Exhibition results by choosing your profile with Select Profile on the Controller Setup Screen. (See "Profile" on P.49.)

Controller Setup

Expert	Operate all of the controls yourself. The ball's Catch Mark, etc. will not appear.
Normal	Standard settings.
Rookie	Control only the batter and pitcher. The computer will handle fielding and base running.
My Option	Decide whether to use each individual type of control (base running, etc.) and display (Pitching Cursor, etc.) before playing the game.

2 Select a team and stadium

Choose which team you want to use. To view team data, press the ■ button. Then, after deciding who bats first and last, select either home or away uniforms. Lastly, choose the stadium where the game will be held to advance to the Game Settings Screen.

3 Game Settings

Adjust your fielding positions and lineup, as well as various other game-related settings.
★ **What does the Special Extra setting do?** From the specified inning on until the contest is decided, each half an inning will begin with one out and the bases loaded.
★ **What is DH?** It's a setup where a hitting specialist (designated hitter) bats instead of the pitcher. When set to "On," the pitcher is not allowed to field at any other positions. Please note that, in the rules actually adopted by the Major Leagues, the American League uses a designated hitter and the National League does not.

4 Final Check

Select "Play Ball" to start the game. To change around your batting order, choose "Redo Lineup". You can also adjust control settings by selecting "Options."
(See "About Options" on P.43.)

Bullpen

This option can be selected during a timeout by changing Bullpen in Game Settings to "On." By choosing "Bullpen," you can order a relief pitcher to get himself ready to appear. A reliever who is preparing to pitch will have his Warm-up Gauge increase. The percentage this gauge is at when he takes the mound will then affect his Condition. If you anticipate using a certain pitcher, make sure you get him ready in the bullpen beforehand.
★You can only use the Bullpen setting in Exhibition Mode.

Lineup

By choosing "Fielder" or "Pitcher" on the Lineup Screen, you can change your batting order and view player data. Redo your lineup by rearranging the names (nameplates) in the order you prefer, and then confirm your selection. In the same way, you can also change players' fielding positions. To select a player in Triple A, choose "AAA Fielder" or "AAA Pitcher."

★ Be careful not to weaken your defense by putting players into unsuitable positions.

Nameplate

Colors represent positions suitable for that player. Some players can play more than one position, so multiple positions will be in color in that case.

Pitcher | Catcher | Infielder | Outfielder

Fielding Positions

P Pitcher	DH Designated Hitter	C Catcher	1B First Baseman	2B Second Baseman
3B Third Baseman	SS Shortstop	LF Leftfielder	CF Centerfielder	RF Rightfielder

Condition

A Condition Mark appears for each player. It will change with each game.

Best Condition | Good Condition | Normal | Bad Condition | Worst Condition | Injured | ? (Settings adjusted to hide Condition Mark)

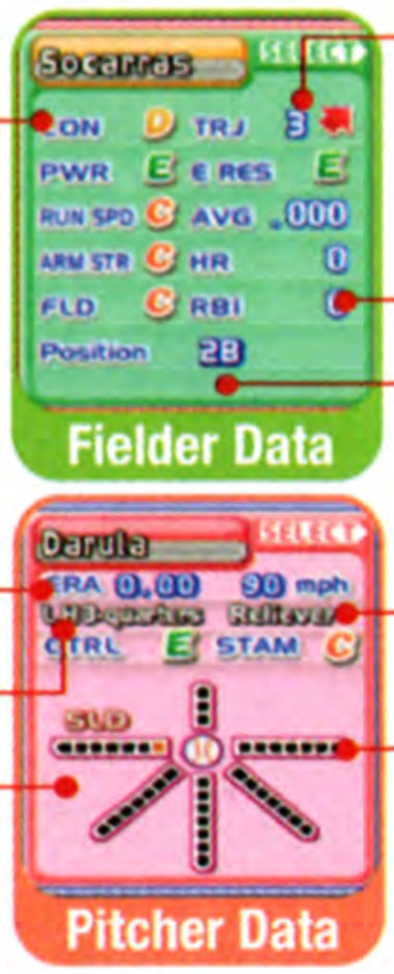
Data

Data displayed for a player you have selected will be broken down into fielder and batter categories. To see what fielding positions are suitable for him, press the SELECT button. You can also view more detailed information by pressing the △ button.

★ Meaning of Rank Displays: A (Highest) > B > C > D (Average) > E > F > G (Lowest)

Fielder Abilities

Ranks are shown for Bat Control (size of Sweetspot Cursor), Power, Solid Fielding (ability to avoid making errors), Speed, Arm Strength (power of arm, speed of throws), and Fielding (ability to defend).



Fielder Data

Pitcher Data

Trajectory

A number from 1-4 is listed. The higher this value, the easier it is for a player to give the ball some lift when he's up at bat.

Player Statistics (Batting average / Home runs / RBIs)

Suitable Fielding Positions

ERA / Top pitch speed

Dominant hand / Pitching form

Pitcher Abilities

For Control (accuracy of pitches) and Stamina, a rating from A-G will appear.

Suitable Pitching Roles

Throwable Pitch Types

The direction of the gauge shows which directional button is being used for that pitch type . The longer the colored portion, the more the pitch will break.

Fielding Shift Settings

Press the SELECT button on the Lineup Screen to set the fielding position of each player individually. Choose a position and adjust where the player is placed with the left analog stick (directional buttons).

Success

In this mode, develop a Minor League player and try to make it to the Big Leagues. Practice often and play lots of games to build up your abilities.

Story

The main character is a baseball player in his first year with a team known as the Green Apples. While still in the Minor Leagues, he's full of ambition to one day play in the ultimate theater of dreams – the Major Leagues. Catch the eyes of the scouts and work your way up to the Bigs!

About Success Mode

Make it from Double A to Triple A, and then onto the Major Leagues, within a limited amount of time. Practice and play games to boost your abilities and look to really star in the Minor Leagues. To clear this mode, you'll need to get on the scouts' radar and earn a call-up to the Majors.

What happens to a player who clears Success Mode?

A player who has cleared Success Mode will be registered in your created players file. This will take place after you perform any final actions, such as buying and equipping items or adjusting profile settings. You cannot register the player if the created players file is already full, meaning you already have saved 110 fielders or 90 pitchers. After registering the player and placing him into a team in Arrange Mode, you can use him in Exhibition, League, Home Run, and Practice Modes. (See "Arrange" on ▸P.44.)

Success Mode Title Screen

Choose from the following menu items.

Start	Play a game in Success Mode. If you've already saved game data, select "Yes" when "Continue from last save point" appears. To delete previously saved data and begin a new game all the way from the start, select "No."
View / Delete Created Player	Check or erase created player data.

Start Success Mode

To play a new game, follow the steps listed below to create a player.

1 Enter a name

Enter a First Name, Last Name, and Saved Name, which is the name your player will be registered under. Confirm each by selecting "OK." When finished, choose "Proceed" to begin player creation.

2 Player creation

Begin by choosing a face for your player. Then select a dominant hand, fielding position, pitching form or batting style, improvement type, and favorite team. Finally, choose "Yes" to start Success Mode. You can increase the number of pitching forms and batting styles available to you. Buy new ones at the Shop which can be accessed from the Mode Select Screen. (See "Shop" on ▸P.51.)

Advancing Through Success Mode

For the most part, Success Mode progresses via the Command Screen. Time passes after you choose a Main Command. Spending a day practicing or attending to private matters, etc. will advance the schedule. Develop your player skillfully and make sure he's scouted by Major League teams within a two year period.

Press the ⊗ button to advance the conversation during an event. Press either the L1 button or the L2 button to have the conversation displayed quickly. You can also view the most recent conversations by pressing the R1 button.

Success Mode Flow

Year 1

Start the season in Double A.

If you're scouted,

you'll be promoted to Triple A.

Year 2

Start the season in Triple A.

If you're scouted,

you'll be called up to the Major Leagues,

meaning you've cleared the game!!!

Command Screen

This is the main screen used in Success Mode. Choose Main Commands while keeping in mind variables such as Vitality and the date.

Carryover Points Meter

This displays the number of actions you can make in one week. You can build this up to a maximum of three actions.

Money owned

Vitality

It's easy to get injured when this gauge is low.

Main Commands

See ▸P.18~P.21 for detailed information regarding each command.

Date

Ability Icons

These display the main character's abilities.

Motivation

This shows you how driven the main character is. Both an icon and a value from 1 (lowest) to 10 (highest) will be displayed.

About Ability Icons

Ability Icons show a player's abilities in terms of a rank and a number. Ranks range from A (highest) to G (lowest). Based on the effect of baseball equipment the player is using, numbers will appear in blue or red to show any increases or decreases. In addition, a fielder's position or a pitcher's throwable pitch types will be displayed as well. (See "Equip" on ▸P.20.)

Carryover Points (a system which prevents commands from expiring)

In Success Mode, the number of actions you can take in one week is determined by how many Carryover Points you have. Every time you execute an action, the Carryover Points Meter is reduced by one. The meter will then be replenished the next week with from 1 to 1.5 points, based on the main character's Energy. You can also select "Progress," one of the Main Commands, to advance to the next week without drawing from the Carryover Points Meter. This will allow you to increase the number of actions you can take during some week in the future. (See "Energy" on ▸P.19.)

★ Events can also raise or lower the Carryover Points Meter.

MAIN COMMAND Progress

Advance the timetable without performing an action. This will build up the Carryover Points Meter.

MAIN COMMAND Practice

Select from the Practice Menu to train your player. The Practice Menu differs for fielders and pitchers. Depending on the kind of practice you conduct, you will gain a certain type of Experience. By repeating the same type of practice, you can raise how effective that practice is (aka Practice Level) and increase the amount of Experience that can be received. (See "About Experience" on ▶P.20.)

Practice Menu

Fielder Practice Type	Practice Description	Main Type of Experience Gained
Weight Training	Lift weights.	Strength / Mentality
Batting	Conduct batting practice.	Strength / Technique
Running	Work on increasing speed.	Quickness / Mentality
Fielding	Work on playing defense.	Quickness / Technique / Mentality
Long Throws	Work on increasing arm strength.	Strength / Technique / Mentality

Pitcher Practice Type	Practice Description	Main Type of Experience Gained
Weight Training	Lift weights.	Strength / Mentality
Top Pitch Speed	Work on pitching with more power.	Strength / Technique / Mentality
Accuracy	Work on control.	Technique / Mentality
Fielding	Work on playing defense.	Quickness / Technique
Breaking Ball	Work on throwing a breaking ball.	Technique / Breaking Ball / Mentality

Conducting Practice

When you begin practicing, five cards with either "OK" or "XX" written on them will be displayed. Based on how many of each appear, the amount of Experience you receive will change. If all of these cards say "OK," you'll gain some bonus Experience. If they all show "XX," however, your player will get injured.

Injuries

A player can get injured by practicing when his Vitality is low. Be careful this doesn't happen. When injured, a player's abilities will decrease and his head coach's opinion of him will suffer.

How to Practice Effectively

It becomes easier to gain more Experience when practicing with a high Motivation or repeating the same type of practice in the same week. Also, when a coach is on hand or when it's Reinforcement Week (the fourth week of every month), it's possible to obtain much more Experience than from a normal practice session. (See "Motivation" on ▶P.17.)

MAIN COMMAND Private

You can visit many different locations, such as a Park or Restaurant. Based on where you go, an event may occur. The choices you make at that time will then influence how the event proceeds.
Also, if you make it out to a place which is marked with a friend's face, an event related to that person will be triggered.

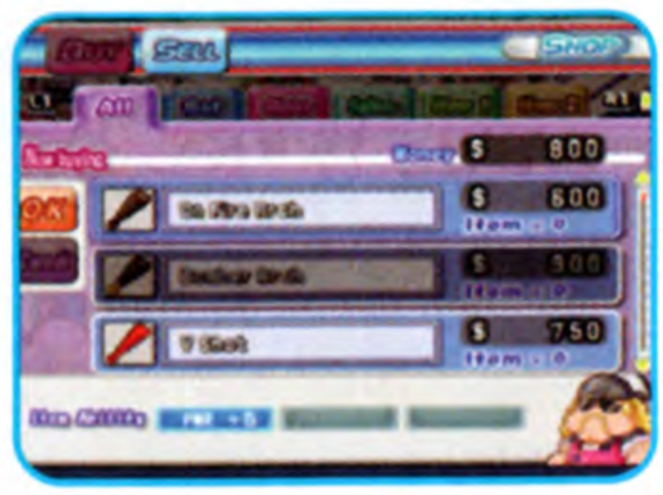
★ The locations that you can visit will change based on your progress in the game and various playing conditions.

Examples of Available Locations

Restaurant	Have a meal or work a part-time job.
Main Street	See a movie or buy something like a book or CD.
Hotdog Stand	Eat a few dogs or take up a side job.
Shop	Buy or sell equipment and items.
Park	Visit the park to take a walk or go running, etc.
Vicinage	Take a stroll in the local neighborhood.

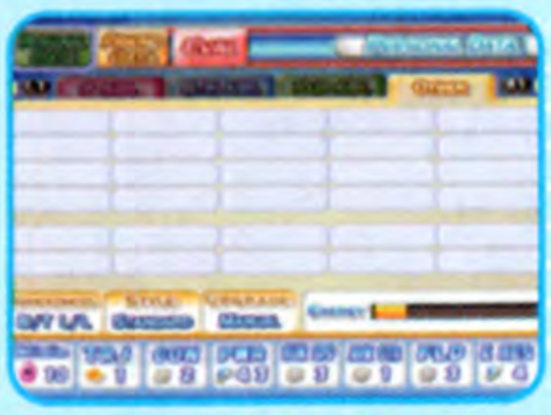
Shopping

After you progress a little in the game, you'll be able to purchase baseball equipment and items at the Shop. Select "Buy" to acquire an item by spending some money. You can also exchange one of your own possessions for money by choosing "Sell."
Press the L1 button and the R1 button to switch between item categories. Then choose what you want to buy or sell. Complete the purchase or sale by selecting "OK."



Energy

Events will have an effect on the main character's Energy. The higher his Energy, the greater amount the Carryover Points Meter will replenish when a new week starts. To check the main character's Energy, select "Data," one of the Main Commands, and choose "Other" in Personal Data. (See "Data" on P.21.)



MAIN COMMAND

Boost Abilities

Improve certain abilities by spending the Experience you have acquired. Switch between pages with the L1 button and the R1 button, select items displayed in a bright color, and boost your player's abilities. Pressing the ◉ button will then bring up a Confirmation Screen. You can then choose either "OK" to go through with the raise or "Cancel" to cancel the increase and return to the Command Screen. You can also redo things by selecting "Undo Changes."

Boost Abilities Screen

Changes in ability

"Current Ability" and "After Ability Boost" both appear. Depending on the ability you choose, "Including Item" (a boost from an equipped item is added to the ability) will also be displayed.

Current Experience

All of the Experience that you presently have.

Abilities that can be improved or acquired

This shows the amount and type of Experience needed to increase or acquire abilities.

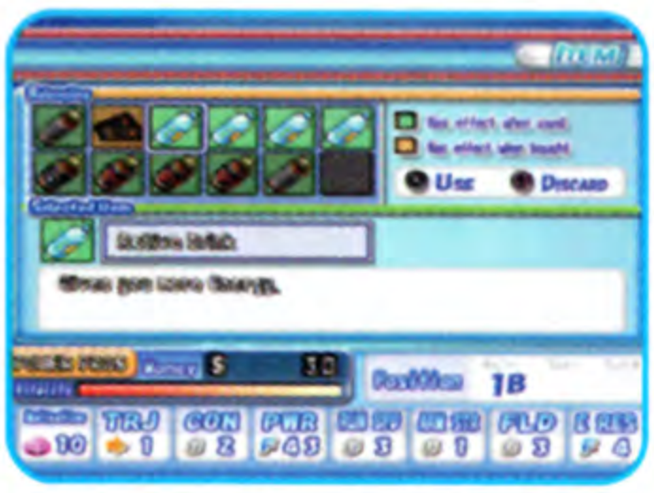
About Experience

There are five types of Experience: Strength, Quickness, Technique, Breaking Ball, and Mentality. Spend any of these to raise their respective ability. You can acquire Experience by practicing. The type of Experience you gain changes depending on the kind of practice you conduct.

MAIN COMMAND

Use an item

Use or discard expendable items in your possession. Such items can help you do things like recover Vitality.



MAIN COMMAND

Equip

Equip baseball items (equipment) that you own to boost basic abilities.

MAIN COMMAND Data

Select either "Personal Data" to view your own information, "Friend Data" to look through teammates' information, "Eval" to see what the head coach and scouts think about you, or "Likability" to check how well you're doing with the girls. Press the L1 button or the R1 button to switch between the displays found within each type of data.

Personal Data

Pitcher Abilities	View basic abilities and special abilities related to pitching.
Batter Abilities	View information, such as special abilities and Strong Area of the Plate, related to batting.
Fielder Abilities	View basic abilities and special abilities related to fielding.
Other	View other special abilities and Energy.

Friend Data

All	Display information for every teammate.
Pitcher Abilities	View teammates' Pitcher Abilities.
Fielder Abilities	View teammates' Fielder Abilities.
Other	View teammates' most important special abilities.

MAIN COMMAND System

Adjust controller and voice setup, and save your current game.

★Progress in Success Mode will be saved to your main data.

Save and Exit	Save your current game and return to the Mode Select Screen.
Exit	Delete your current game and return to the Mode Select Screen.
In-game Controller Settings	Adjust the controller settings used during a game.
Game Cursor Controls	For cursor controls to use during a game, select between "Analog" and "Digital."
Sound Settings	Set the name used by commentators during the game. (See "Voice Setup" on ▶P.45.)
Ability Plate Display	Toggle Ability Icons on and off.
Vibration Events	Select whether or not the controller vibrates for an event.
Abbreviated Messages	Select whether or not to shorten long events.

⚠ Warning Be careful not to reset the game console or exit without saving. There is a chance you won't be able to continue playing from that point.

Games in Success Mode

If you play as a fielder, you usually can only control your own at-bats during games. Generally, as a pitcher, you can only control the action when you're on the mound and there's a runner on base.

★At special times only, you will be able to control all the players for a full inning in addition to that fielder or pitcher.

★DH is always set to "Off" for all games played in Success Mode.

Season

Beginning Season Mode

In this mode, battle through every game of the regular season, setting your sights on the division crown. Then, try to keep winning in the playoffs and bring home the World Series title.

Season Title Screen

Select "New Game" if you are playing for the first time. To resume play from where you last left off, choose "Continue." Then select the file you want to use.

Season Start

To play a new game, choose settings and pick a team following the steps listed below. After you have finished adjusting one group of settings, select "OK" to move on to the next type of settings. Press the START button on any screen to display an explanation of that screen's settings.

1 Select Settings

Choose "Quick Start" to play with the same number of teams and the same American League and National League settings as are used by Major League Baseball. If you'd rather adjust the amount of teams and the league settings, select "Start".

2 Two Ways to Play Season Mode (after choosing "Start")

Select "Major League Mode" to advance to a screen where you pick an MLB team. Or, to move on to a screen where you create an original team, choose "Expansion Mode." If you make your own team, you will then proceed to a team selection screen.
(See "Expansion Mode" on P.23.)

3 Selecting a Team

Choose which team you want to use. You can take part in Season Mode with an Arrange Team that you created.
(See "Arrange" on P.44 and "Shop" on P.51.)

4 Customized League (after choosing "Start")

You can switch teams in both leagues. After adjusting the settings, select "OK." Please note that, after you confirm your choices for each league, the settings cannot be changed again.

5 Season Mode Start Settings (after choosing "Start")

Change player settings.

Created Player Registration	Add a created player, who has already been registered in Success Mode or My Data, to your team. (See "Success" on P.16 and "My Data" on P.47.)
Dream Draft	Teams acquire players all over again by picking from a pool that includes all MLB players. (See "Dream Draft" on P.23.)

6 Options

Change game settings. When you've finished adjusting the settings, select "OK" to start your game. (See "Options in Season Mode" below.)

Expansion Mode

Create your own squad and play with an increased number of teams. You can edit and add up to two new teams to join the league. Afterwards, you can still play as a different team if you like. For an explanation on how to create a team, see ▶P.44. Besides deciding such things as the team's name, mark, and uniform, you can also select where to hold spring training.

Dream Draft

In Dream Draft, every team starts over from scratch, picking and acquiring their players from a pool that includes everyone from every club.

Pick Players	Draft and acquire a player you want.
Search	Look for a player.
Acquired players	View players already taken.
Automatic draft	The computer picks your team for you.

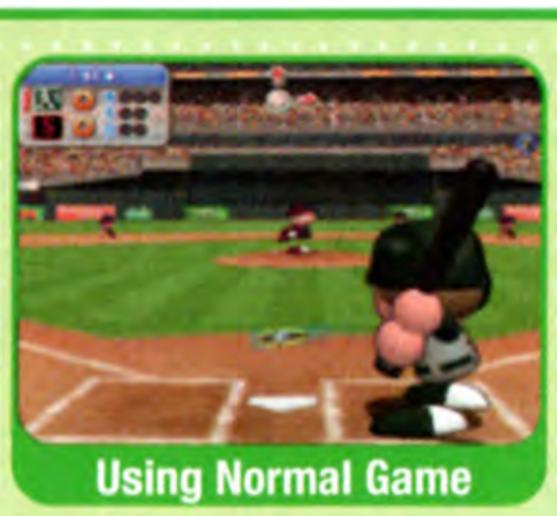
Options in Season Mode

Adjust Season Mode settings related to games, controls, and other areas.

Game Setup	In addition to choosing weather changes and wind effect, decide various settings that deal with the computer's skill level such as CPU Base Running.
Controller Setup	Change settings for games in Season Mode by selecting "Game Progress," switch the controller type between Type A and Type B in "Control," or decide various other control settings.
Season Settings	Adjust settings to determine whether or not to hold a draft. Also, decide whether or not to receive notifications, such as onscreen displays, after an injury, personnel change, or trade, etc. has occurred. Please note that some items (Player Improvement, F/A, Draft, Trade, CPU Trade, and Created Player Trade) can only be adjusted at certain times.

Games in Season Mode

Adjust the settings for how games progress during the season by going to Game Progress in Controller Setup on the Options Screen.



Using Normal Game

Using Quick Game

Game Progress Settings

Normal Game	You control games.
Fast Game	You only give directions and games progress automatically. Change the speed at which games progress with the L1 button or the R1 button. After pressing the START button to call a timeout, you can switch the settings to "Normal Game."
Skip	Check results without watching games.
Watch	Take the role of a spectator as the computer controls the game and two CPU opponents face off.

Season

Advancing Through Season Mode

Play games according to the schedule. Use points acquired in games to strengthen your squad as you advance the timetable.

Season Mode Flow

Advance the timetable

Games are held based on the timetable written on the calendar. The season progresses one game at a time as you either play the games yourself or issue directions to your team like a manager. To move ahead faster, skip games or fast forward the timetable.

Acquiring Points

Acquire points (P) needed to strengthen your team by playing games. After clearing certain conditions in games (hitting a specific number of home runs, etc.), you'll be rewarded points based on the level of difficulty. Game results will affect whether it becomes easier or harder to obtain points. You can also acquire bonus points by clearing special conditions such as winning your division.

Player Development

Go to the players' Practice Menu and determine what type of practice is needed for each player. Then issue appropriate commands to your players. To help them develop, spend the points you've acquired to buy practice equipment and boost the effectiveness of their training.
(See "Practice" on P.27.)

Acquire new players

The methods available to add more firepower to your team are explained below. Make use of these options and bring in some talented players.

★ You can add a created player to your team in the middle of the season. That player will be listed on the free agent roster. Acquire the player by spending an amount of points calculated in consideration of his abilities.

Draft	Acquire new players in a draft held each June. Each team picks a player when their turn comes around. Please note that the number of rounds differs to that of an actual MLB draft.
Acquire a Free Agent	In December, bring in a player who has just declared free agency that year.
Trade	Negotiate with another team to acquire one or more of their players.
Acquire a Clubless Player	Bring in an out of contract player who had declared free agency by spending points.

Save Team

The club you develop in Season Mode can be saved as an Arrange Team, allowing you to use your team data in Exhibition and League Mode, etc. Look to strengthen your team in Season Mode and build the ultimate ballclub.

★ When you have negative Owner Points, you cannot save your team as an Arrange Team.

End of Season

After the regular season finishes, play continues through the Division Series, League Championship Series, and World Series. The regular season begins again after you hold spring training, marking the beginning of a whole new year. In this way, you can enjoy up to ten years of Season Mode.

Additional Rules

Remembering the following rules will really help you out as you're playing in Season Mode.

Disabled List (DL)

Players are placed on the Disabled List for a number of weeks or months as they wait to fully recover from injuries or illness. A player on the Disabled List cannot appear on your team's active roster for a minimum of 15 days.

F/A

F/A is short for "free agent." A player who has been registered with the Major Leagues for 1,032 days (equivalent to six seasons, with one season equal to 172 days) can declare free agency. (This includes time spent on the Disabled List.) Players who exercise their right to free agency can freely enter contract negotiations with other teams.
After exercising this right and completing the contract they signed with their new team, they can declare free agency again at that point.

Postseason

After the regular season ends, the postseason begin to determine the champions of each different league. The winners of the East Division, Central Division, and West Division join one wildcard team, and the four teams compete to advance from the Division Series to the League Championship Series and on to the World Series.

One Game Playoff

This is a one game showdown that determines which team advances to the post season. This occurs when multiple teams finish the regular season with the same winning percentage, tying them for first in either their division or in the wildcard standings.

Draft

The Major League draft is held during the middle of the season in June. Picks are made starting with the team that finished with the worst winning percentage the previous year.

Season Main Menu

Team status and scheduled events are displayed on the Season Mode Progress Screen. As you select from the Main Menu and advance the timetable, look to take your team to the next level.

Season Mode Progress Screen

This is the main screen used in Season Mode. Select from the Main Menu to advance the timetable and to bring in new players or check information.
Press the START button on any of the Main Menu Screens or the Season Mode Progress Screen to display an explanation about game terms and screen layout.

Season Mode Progress Screen

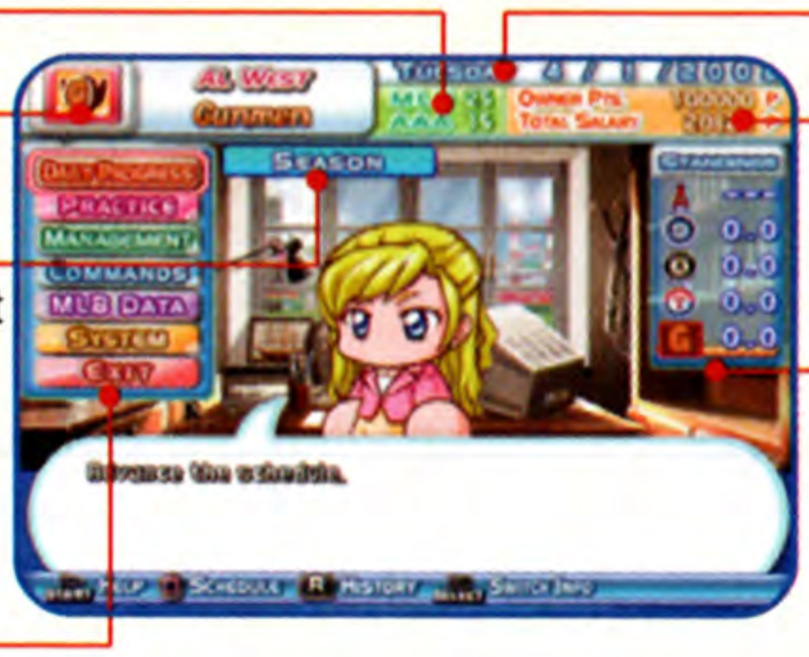
Number of players on your team

Your Division / League / Team Name

Event Icon

An icon corresponding to the current game situation will appear. These include "Offer received", "Draft", and "Filing".

Main Menu



Today's date

Owner Points (P)

Earn points by taking part in games

Standings / Today's Opponent

"Today's Opponent" will display on days when there's a game. Otherwise, "Standings" will appear.

Check the schedule

Press the F button on the Season Mode Progress Screen to display the schedule (timetable) and view the opponents and venues (home or away) for each game.
When a game is completed, "Win" or "Loss" will then appear. You can check all the results for that day by pressing the ■ button. Press the L1 button or the R1 button to switch between months. You can also fast forward the timetable to a date you have selected with the ✕ button.

MAIN MENU — Advance Schedule / Go to Game / Go to Draft / Go to F/A Negotiations / Go to Contract Renewal

The name of the Main Menu's topmost item will change based on the status of your game at that time.
"Advance Schedule" displays on days when no game is scheduled. Select it to advance to the next day. "Go to Game" appears on days when there's a game to be played. You can proceed to that day's contest by selecting it. When it's the day of the draft, "Go to Draft" appears. "Go to F/A Negotiations" displays when it's the time to talk to free agents, and "Go to Contract Renewal" comes up when you can extend player contracts.
There are five ways to progress through games: Normal Game, Quick Game, Skip, Watch a Game, and Timetable Fast Forward, where the date changes automatically. (See "Games in Season Mode" on P.23 .)

MAIN MENU

Practice / Spring Training

Give players practice instructions, check Experience, or purchase baseball equipment. Please note that this item name changes to "Spring Training" when it's time for spring training workouts.

★ This item will not be shown if Player Improvement is set to "Off" in the Season Mode Settings in Options.

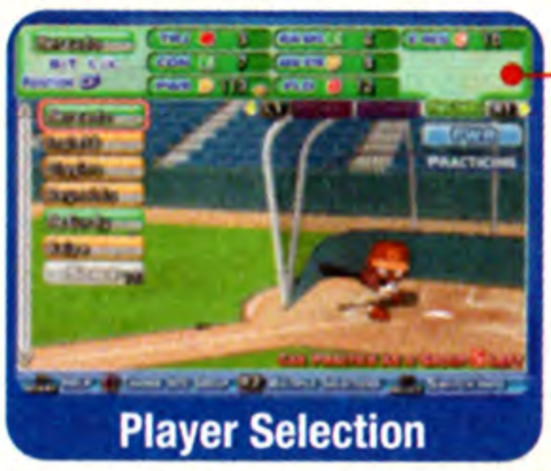
Practice

Based on the directions you give, players will conduct practice automatically. Make sure you consider what kind of practice is necessary for each player and then give suitable commands. If you choose "Automatic" for a player, the kind of practice he conducts will be selected automatically from the Practice Menu. To order a different type of practice, select the player and choose practice commands such as "Batting" or "Fielding." Select "Cancel" to undo all changes.

Players in a practice group

Select a player and press the ○ button to put him in a practice group. By placing players in groups, practice will become more effective when they train together.

Practice Menu Selection



Player Selection

Player data

Switch between displays with the L1 button and the R1 button.

Experience

View Experience for each player or press the △ button to check their abilities.
Experience is accumulated as players practice and appear in games. After the Experience Gauge becomes full, their abilities can be raised and special abilities can be acquired.

★ To obtain certain special abilities, you'll have to try your luck many times.

Experience Gauge

Shop

Spend points you've acquired to buy things like baseball equipment, which improves the effectiveness of player training. You can purchase items labeled "Back-order" after a certain amount of time.
If you already own an item, "Sold out" will appear.

MAIN MENU

Management

Conduct various kinds of team management such as acquiring or reassigning players.

Trade

Request a trade. First, select the team that has a player you'd like to acquire. Then, choose the players or number of points you want to exchange with the other club. Press the L1 button or the R1 button to change the team you want to trade with. To look for players using criteria such as "Fielder" or "Pitcher," select "Search." After you've set everything up, choose "Request" to make the trade offer.
In a few days, you'll learn whether or not your request was successful. There will also be times when another team will request to trade with you, so be sure to check this screen often.

Chance for Success

The more stars that appear (five being the maximum), the more likely it is that your trade will go through.

F/A Acquisition

Bring in a player who is not a member of any team.

Player Release

Dismiss one of your players. Please note that, by doing so, you will receive a Breach of Contract penalty (penalty for breaking a contract).

Reg. New Player

Register a created player, who has already been registered in Success Mode or My Data, as a free agent without a team.
(See "Success" on ▶P.16 and "My Data" on ▶P.47.)

Points

View the conditions for acquiring points.

Monthly Results

See your income and expenses for each month of the current season.

Annual Results

Check your income and expenses for each year.

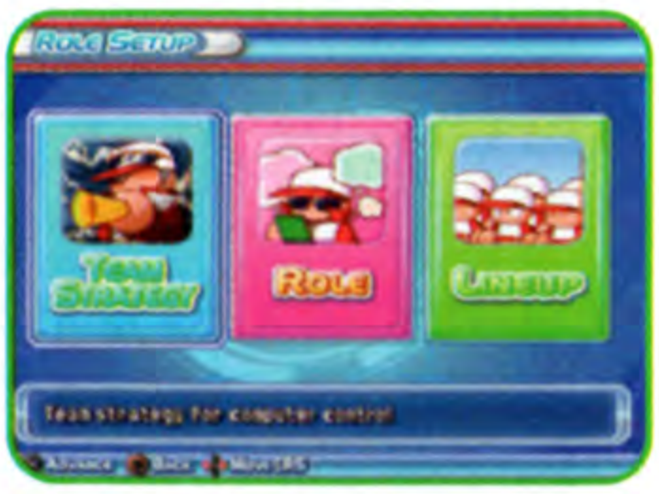
MAIN MENU Commands

Reassign players, change their registered names, or adjust how and when you employ them.

MLB/AAA Switch	Switch players between the Major Leagues and Triple A.
Turn Setup	If Game Progress is on "Quick Game" and the conditions set on this screen are met, games will automatically pause or switch to Normal Game where you can control the action. Adjust settings for teams, pitchers, and fielders, etc., and choose different situations that you'd like to observe.
Reg. New Name	Give a player a different first name, last name, or registered name.
Voice Setup	Change the player name which is used in commentary. To set a name, choose either "Select" to enter a player's name or "Search" to listen through 50 different sounds. You can also conduct a voice test by pressing either the L1 button or the R1 button.
New Uniform #	Give a player a different number.
Role Setup	Decide your team's strategy, player roles, and batting order.

MAIN MENU Role Setup

In Team Strategy, you can set how the computer will manage your team during games. Select "Role" to give assignments to both pitchers and fielders. Go to "Lineup" to set your team's batting order.



Team Strategy	If Game Progress is set to "Quick Game," the computer will control all your players based on your team's strategy. Go to Lineup Style and choose settings such as "Emphasis on hitting ability" or "Emphasis on fielding ability" to decide what your players will focus on. Also, for items such as "Use of pinch hitters" or "Use of base stealing," choose "Frequent," "Standard," or "Rare" to decide how much to utilize each of them. Some areas of Team Strategy will allow you to issue directions to players during games.
Role	Choose player roles for your pitchers and then for your fielders. When setting up how to use pitchers, decide the order of when they will appear in games and select your starters, set-up men, and closer. With fielders, determine settings such as Pinch Hitter or Pinch Runner to increase the likelihood players will be used at certain times.
Lineup	Adjust the settings of your team's batting order for when DH has been set to both "On" and "Off." Switch players on your bench with players in your regular lineup. You can also change the fielding positions of each player. Please note that, if you select "Batting order lock" for a player, that player will always be assigned to the same spot in the lineup regardless of their Condition. (See "What is DH?" on ▶P.14.)

MAIN MENU

MLB Data

View player and team records, rosters (registered players), and other information. Select a menu item after choosing from "This Season (20XX)," "All-time / Career" and "Honors."

This Season (20XX)

Check this year's player and team stats (standings, results, etc.), rosters, and more.

Season Stats	Look through charts showing pitcher, batter, and fielding statistics covering all of Major League Baseball broken down by teams and divisions.
Player Records	View season records for both batters and pitchers for both the NL and AL.
Team Stats	Check stats including home runs, batting average, shutouts, and winning percentage broken down by teams and divisions.
Team Records	View information such as Team Records, Game Records, and 1 Game Records for each team.
Standings	Check current league or division standings.
Matchup Chart	Display a chart that shows games played by division for both leagues. Check win-loss records from games played up to the current date.
Postseason	Look over the teams appearing in the post season and check playoff results.
Player List	Display a list of players broken down by teams, divisions, and abilities.
Transactions	View a history of players who have recently moved teams, as well as information such as injuries.

All-time / Career

Check all-time records, player career statistics, and team statistics.

Career Stats	View charts showing pitcher, fielder, and fielding statistics up to the current series for every team.
Team All-Time Records	Look through records for each team from both the date they were established and from the 2008 season on.
Team History	Check the combined abilities of your whole team by both pitchers and fielders for each year.
All-time Season Rec.	See single-season records for both pitchers and fielders.
All-time Career Rec.	View career marks set by both pitchers and fielders.

Honors

Check through various award winners, MVPs, and All-Star Game honorees, or visit the Trophy Room.

Player of the Week	View winners of the Player of the Week award handed out during the season.
Player of the Month	See who won the mid-season Player of the Month awards.
Individual Titles	Check winners in various statistical categories.
Awards	See which players won special honors handed out for each league.
Trophy Room	View individual titles, such as batting champion and stolen base king, won by players. Also, see recipients of awards like Player of the Month and various year-end honors.
Fan Voting	Look through fan voting results for the Mid-Summer Classic.
Coach's Selecton	See which players were chosen for the All-Star Team by the manager.

MAIN MENU

System

Load or save data. You can also adjust settings.
To save your team data to make an Arrange Team, select "Save Team".

★ Progress in Season Mode will be saved as a type of data apart from your main data. To record one set of data, you must have at least 1211 KB of available space on your Memory Card (8MB)(for PlayStation®2). A maximum of three sets can be saved on one memory card.

Save	Record the current status of your game.
Load	Load data you saved previously.
Player Search	Look for a player using various criteria. Choose from "Basic Info," "Pitcher," "Fielder," and "Special." Then select "Begin search" to find the player you are looking for. If 100 or more names come up, narrow the search criteria to bring up less than that amount.
Save Team	Save your current team as an Arrange Team. This allows you to play as that club in other modes.
Map	Bring up a map to check the location of stadiums, etc.
Help	View game instructions and explanations about game terms.
Options	Change game settings. Based on the time of year, some items cannot be adjusted.

Using "Save Team"

Select "Save Team" to save the club you are using in Season Mode as an Arrange Team. You can then enjoy other modes using your team. When doing so, you can register or delete any of the players.
(See "Arrange" on ▶P.44.)

Many different ways of enjoying Season Mode

In Season Mode, you can have fun in a lot of different ways. On top of the playing styles listed below, you can go to Options and adjust various settings. Find a way to play Season Mode that best suits you.

Play as a GM (General Manager)	Enjoy the challenge of strengthening your team as you make use of trades, free agency, and player development.
Take the role of just one player	Make use of Turn Setup and have fun as you control just one of the team's players.
Enter your Arrange Team	Play Season Mode with your own original Arrange Team and try to win it all.
Enter an expansion team	Start off with a new team who's just joined the league and set your sights on the World Series crown.
Hold a Dream Draft	Conduct a Dream Draft to enjoy a type of Season Mode in which all teams have a similar amount of firepower.

MLB® Life

Experience the life of a player in the Major Leagues. From the time you join a team until the day you retire, look to win awards, achieve personal goals, and even get yourself married.

About MLB® Life Mode

Taking on the role of a big league ballplayer, practice often and play in lots of games. Then, in your free time, build up your relationships with friends and teammates or immerse yourself in a hobby. After a set number of years pass, it will be time to retire, so make sure you end your playing career without any regrets.

★ Not including the teams and real-life Major League players which appear, all characters introduced in this mode are fictional. In addition, contract renewals and salary structures will also be treated differently than actual MLB practices.

One year in MLB® Life Mode			
February, 2nd week	Spring training workouts	October	Division Series
March	Exhibition games	October, 4th week	World Series
April	Opening Day	November	Contract renewal / Free agent negotiations
July, mid-month	All-Star Game	December, 4th week	Off-season

MLB® Life Mode Title Screen

Select "New Game" if this is your first time playing. To resume a game from where you last left off, choose "Continue." You can also view the profiles of players who've already completed this mode by selecting "MLB® Life Roster."

Starting a Game in MLB® Life Mode

To play a new game, follow the steps listed below to select a mode and set up your team.

1 Choose a mode to play in. The mode you select will affect Profile Settings and Playing Years.

Dream Player Mode	Pick your favorite player from an actual team and live the life of a major leaguer.
MLB Career Mode	Become a big league player and enjoy a baseball career from joining a team to hanging up your spikes.
Created Player Mode	Use a player made in Success Mode and have them take on the big leagues.

2 Select a team. Then decide Name, Voice Setup, and Profile Settings.
(See "Voice Setup" on ▸P.45 .)
★ In "Dream Player Mode", you select the real-life player you'd like to use and then adjust Family Settings to determine whether your player is single or married, etc.

3 Finally, choose control settings and a level of difficulty.
When you've finished adjusting the settings, select "OK" to start your game.
★ The skill level of the computer can be changed at any time as long as the level of difficulty has been set to "Easy."

Daily Planner Screen

This is the main screen used in MLB® Life Mode. Based on what's on tap for that particular day, select from the various menu items and advance the timetable. To check the schedule, press the ▣ button.

Current Condition

The arrow shows how Condition will probably change in the future. An upward direction represents a rising trend.

Vitality and Fatigue

Menu

My Records

Fans and Salary

Today's date

Money owned

Current location and Weather

Daily Planner

You can generally make two actions per day – one in the Afternoon and one at Night. You can only have one action, however, if the activity planned takes up both the Afternoon and Night.

About Vitality and Fatigue

Vitality decreases when performing actions such as playing in games, practicing, and traveling. When Vitality is low, appearing in games or practicing will cause Fatigue to build up. Unlike Vitality, Fatigue cannot be restored by resting for a day. As Fatigue accumulates, injuries will happen more often and it becomes harder to improve Condition.

Check the schedule

To look through what games and personal appointments you have planned, press the ▣ button to bring up a schedule. You can switch which month is displayed by pressing the L1 button or the R1 button, or, to check your Yearly Planner, press the SELECT button.

Also, by selecting a game day and pressing the ▣ button, you can view a scheduled matchup or game result. If you choose a date and press the ✕ button, the timetable will be fast forwarded to that day. To stop the schedule as it's fast forwarding, press the ◉ button.

★ You cannot fast forward in some cases, such as when a Night activity or Last Career Game has been scheduled.

About Fans

A player with a large number of Fans will rarely be traded or released. Helpful events, such as obtaining a baseball equipment sponsorship or appearing in a TV commercial, will also occur more frequently.

MENU Schedule Menu

The Schedule Menu is located on the menu's far left. The name of its menu items will change based on what's planned for that day.
Selecting from the Schedule Menu will execute a planned activity and also advance time.

Practice	Do some training. The type of practice you conduct will determine which of your abilities are improved.
Game	Start playing a scheduled game.
Free	This displays when no activity is planned. You can then conduct a Free Action.
Event	Conduct a scheduled event. Many different occasions might be planned.
Travel	This appears when you're on the move that day. You'll then head out to your next destination.

About Free Time

During the offseason or when there are no games, you are shown as "free," and you may choose to do as you like.

Hobby	Enjoy your hobbies. Depending on the hobby, you can raise your spirits.
Rest	Take a rest and raise your vitality levels.
Practice Alone	Your skill level increases slightly.
Chat	Choose one person from all the friends you have made up to now and have a conversation with them.

Events

Events may take place after the end of a day or before and after games. Press the L2 button during an event to increase the speed of messages. During an event or after it has already finished, press the R2 button on the screen for "Today's Plans" to look at the records of your conversations.

MENU Important Items

View important possessions, as well as information about the friends you've met.

Items	Use, equip, or discard an item in your possession. You can also switch between "Equip" (items readied on your person) and "Home" (items kept where you live).
Important Items	Check information regarding your Home, Garage, or Family.
Friends	Display a list of all the people you've gotten friendly with so far. Check details such as Friendship or Level of Trust.

MENU Purchase

Use money to buy Items, a House, or a Car. You can also select “Donations” to make a gift of money equivalent to the value you enter.
By earning a high salary, you can purchase more expensive things. This will change the atmosphere surrounding your private life in many different ways. To look through the things you’ve bought, go to Key Items.

MENU My Stats

Look through game results covering every contest played up to now. Select the item you’d like to view and press the ⊗ button.

Player Stats

Batting Records	Check career records and game results such as this season’s batting average and RBIs.
Fielder Details	View game results covering the last five contests.

Pitcher Stats

Pitching Records	Check career records and game results such as this season’s ERA and winning percentage.
Pitching Details	View game results covering the last five contests.
Batting Records	Check career records and game results such as this season’s batting average and RBIs.

MENU My Data

View a wide range of game information.

Profile

Look over current player information and past events.

Profile	Check various player details including player age and biographical information.
History	See what happened in each year.
Rumors	View a wide range of MLB® Life Mode information.
Goals	Check a list showing which goals you did and did not achieve.

Ability

Check your current abilities. Your results in games and practice (including practicing solo) will have an effect on your abilities.

Ability	Look through current player abilities.
Skill	Hobbies and your ranking as a major leaguer are given a letter from A (highest) to D (lowest).
Growth Chart	Chart Displays both your initial and current abilities.

MENU MLB Data

Check information for every player and team.

This Season (20XX)	View player rankings and standings for the current season.
Honors	See who won MVP and other awards.

MENU System

Adjust game settings and save your progress in MLB® Life Mode. To record data, select "Save". Or choose "Exit" to return to the Mode Select Screen.

★ Progress in MLB® Life Mode will be saved as a type of data different from your main data. To record one set of data, you must have at least 1053 KB of available space on your Memory Card (8MB) (for PlayStation®2). A maximum of three sets can be saved on one memory card.

★ Game progress will not be recorded if you exit without saving. Please be careful.

Games In MLB® Life Mode

The position you play will affect how games proceed. As a pitcher, you'll only control pitching controls. Only batting controls will be available to you when taking the role of a position player.

★ You'll also control any base running that takes place after you hit the ball.

Game Over

The game will end when any of the following occur:

- You enter your 20th year in your career.
- You reach the age of 60.
- You choose to call the manager and tell him that you plan to retire.

Additional Rules

Remembering the following rules will prove very useful as you're playing in MLB® Life Mode.

Salary and Tax Structure

Based on how you performed during the season, a salary amount will be announced during that November's contract renewal period. Tax must be paid in consideration of your income in the previous year.

Marriage

By doing things such as going on dates, you can get pretty close to a young lady who's been added to your Friend List. After satisfying certain conditions, you'll begin a romantic relationship. If she then feels a certain level of affection (Friendship) for you and other requirements (higher salary, house, car, performance in games, etc.) have also been met, it's possible that she will agree to marry you. (See "Friends" on ▶P.34.)

★ After a young lady accepts your wedding proposal, a marriage ceremony will be scheduled to take place during that off-season.

Being Traded / Acquiring Free Agent Rights

One day, all of a sudden, the head coach may inform you that you've been traded.

Agents

Every player must have an agent, each of whom has their own personality and abilities. Your agent's abilities will influence the results of contract negotiations and renewals with your current team, as well as free agent negotiations.
Once a year, an event which allows you to change agents will occur. Be sure to pick an agent that really suits you.

League

This is a mode where two to six teams compete in league play. As many as six players can join in, so get a bunch of friends together and have fun facing off in a league showdown.

League Title Screen

When playing with friends, be sure to connect two controllers ahead of time. Always have each player control his or her own team during games. By setting the controls to "CPU," even one person can play in a league of six teams.

New Game	Begin a brand new League Mode game.
Continue	Select "Start" to resume a League Mode game from where you left off. Choose "Records" to check standings and other information from League Mode games played up to now.

Start League Mode

Decide settings following the steps listed below. Then, you're ready to get the league rolling.

1 Team Entry

Choose the two to six teams that will take part in the league. Select "OK" to confirm. You can also use a team created in Arrange Mode. (See "Arrange" on ▶P.44.)

2 Game Settings

Adjust various settings. On top of the items listed below, you can also decide whether or not to use options like Wind and Error.

Game Count	Press the ⊗ button and then press the left analog stick or directional buttons ↑/↓ to increase or decrease the number of games in one season.
Timetable Type	Select either "Single game" or "3 game series" to decide how the schedule is organized.
CPU Base Running, Fielding, Batting, Pitching	Set the computer skill level for each item.

3 Team Name Input

Give each team a name with a maximum of four letters.

4 Control and Game Progress Settings (Control Options)

For each team, adjust settings related to controls and other areas.

★ When Control is not set to "CPU," pressing the SELECT button will switch settings between "Semi-Auto" and "Auto."

League Mode Main Screen

Check all sorts of league information and issue commands. When you're ready, select a game and play some baseball.

Schedule	Check the game timetable or have the timetable advance quickly.
Command	Give directions by adjusting settings regarding player reassignment and player roles.
Record	View records via charts showing player statistics and team standings.
Info	View information for each team.
System	Change Control Options and save your game.

Schedule

Take a look at the timetable and check the schedule of any future games. Press the L1 button or the R1 button to move back and forth between timetable displays. Press the L2 button or the R2 button to change displays quickly. You can also switch to the League Mode Main Screen by pressing the left analog stick or directional buttons ⬆/⬇.

Timetable Fast Forward

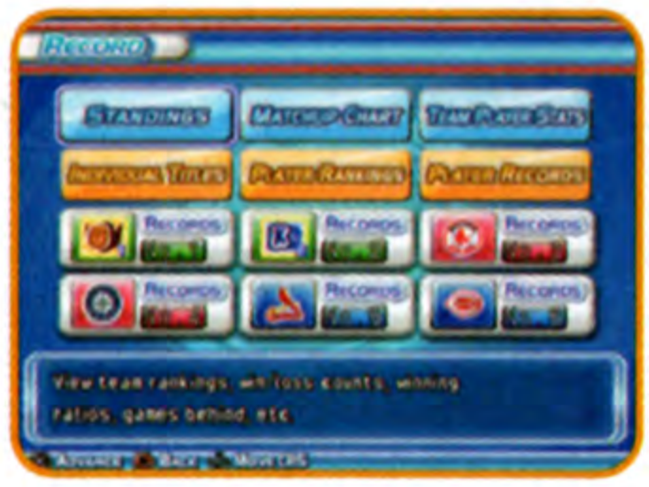
Select "Timetable Fast Forward" to advance the timetable quickly up to a certain moment. Change the timetable display so that "Fast forward until here." is lined up with the point you want to progress quickly to. Then press the ⊗ button. While fast forwarding, the computer controls all of the games played. To stop fast forwarding once it's underway, press the ◎ button at any time other than when a game is being played.

Command

Reassign players and adjust settings that determine player roles, registered names, and uniform numbers. Decide which team to give commands to and select the settings for that club. Choices you make in player reassignment and player roles, etc. will have an effect on how games turn out.

MLB AAA Switch	Switch players between the Major Leagues and Triple A.
Name Change	Give a player a different registered name.
Role Setup	Adjust settings, such as Team Strategy and Role, that affect how players are used.
Voice Setup	Change the player name which is used in commentary.
Uniform Number	Change the number appearing on a player's back.
Pitching Rotation	Check which starting pitchers are scheduled to take the mound.

Records



Check various player and team records. Select "Team Records" for any team to pull up a list of their accomplishments.

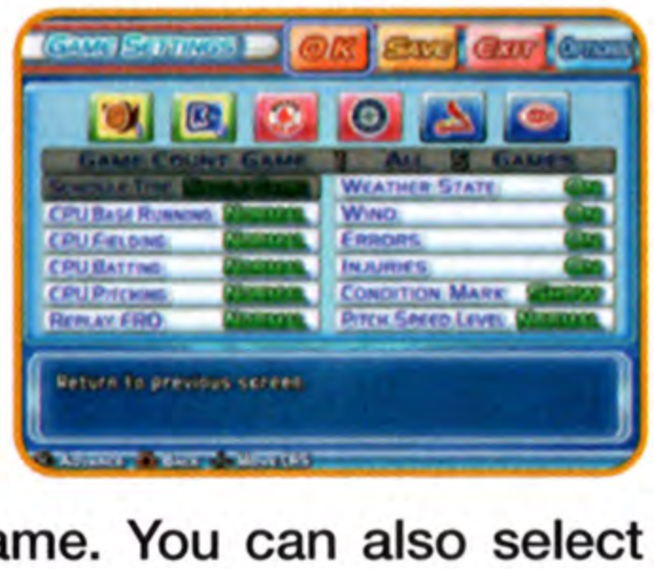
Standings	View information such as what place the team is in, win-loss records, and winning percentage.
Matchup Chart	View game records in terms of wins, losses, and ties for any combination of teams.
Team Player Stats	View team statistics for both fielders and pitchers in terms of batting average and ERA, etc.
Individual Titles	Check which players are currently leading the standings for each award category.
Player Rankings	Look through individual player statistics for the whole league. Select the item you want to check from Pitching Stats, Batting Stats, or Fielding Stats. To switch standings between best and worst, press the ■ button.
Player Records	View pitcher and fielder records such as consecutive games with a hit and consecutive innings without giving up a run.

Info

View the Disabled List and a list of which players have moved between the Major Leagues and Triple A for each team.

Injury Info	Check which players are on the Disabled List by team.
MLB / AAA Switch	See which players on each team have changed their registration between MLB and Triple A.
Pitcher Abilities	View total pitcher abilities by team in categories like "Top Pitch Speed" and "Control."
Fielder Abilities	View total fielder abilities by team in categories like "Fielding Position" and "Power."

System



The name of teams currently in the league, the number of scheduled games, and the status of game settings will be displayed. You can choose whether or not to enable settings like Wind or Error.
To set Control Options settings, select "Options." Choosing "Save" will allow you to record the current status of your game. You can also select "Exit" to leave League Mode and return to the Mode Select Screen.

★ You cannot make changes to "Game Count," "Timetable Type," and "CPU Base Running, Fielding, Batting, Pitching."

Home Run

After selecting your favorite player and stadium, try to hit as many roundtrippers as you can. Look to break the records for most consecutive home runs and longest distance.

Home Run Title Screen

Select "Play" to enjoy a game of Home Run. Choose the player you want to use and then pick a stadium. The game will then start. Please note that "Save" and "Delete" can only be selected when there is data saved in Record.

Play	Start a game in Home Run Mode.
Records	Look over your results in Home Run Mode.
Save	Save your Record data.
Delete	Erase your Record data. This will not delete data you've already saved, however.
Controller Setup	Change controller types. You can also decide whether or not to have the controller vibrate.

Start Home Run Mode

The pitcher will throw you 10 pitches. Keep swinging and aim for the fences.
If you knock all 10 pitches out, keep on batting until you fail to send one deep.

Batter's Records

Shows total Home Runs and Longest Home Run.

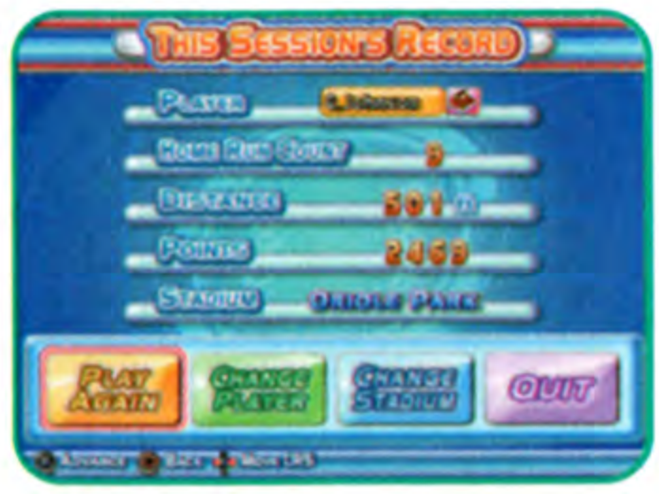
Pitches Left

High Score

This Session's Record Screen

After you finish hitting all of the pitches, you can check the Pro Points (PP) you received and also save your data. Next, "This session's record" is displayed. You can then try another Home Run with the same player and stadium by selecting "Play again."
To try a different player or stadium, choose "Change player" or "Change stadium," respectively.

★ If you were unable to earn any Pro Points, the This Session's Record Screen will display when you're finished hitting all of the pitches.



Practice

Work on the basic controls used during games. The Practice Menu is nicely divided into different categories, so you can try your hand at whatever controls give you the most trouble.

Practice Menu

Choose freely between any of the controls used in Batting, Pitching, Fielding, and Base Running. After you get used to each individual control, select "General Offensive" or "General Defensive" to practice using all the controls together.

If you are unsure of what the controls are at any time during any of the practice types, press the START button to pause the action. Then, select "Read instructions." To leave the "Practice Menu" in the middle of your training, select "Exit."

Game Setup	Adjust settings such as each practice type's Difficulty, Weather and Pitch Speed Level. Decide whether or not to enable Wind and Error.
Options	Adjust settings for both yourself (1P) and the computer.

Batting Practice

Work on your hitting. First, select the team and player you want to use. Next, choose whether or not to bat against a real-life pitcher. If you decide to face off against a Major League pitcher, select the team and pitcher you want to use. Then, choose the pitcher's Condition and adjust settings on the Pitching Distribution Menu. To have him throw only one pitch type, select the name of a pitch from the Pitch Type Chart located under the Pitching Distribution Menu. Finally, set up the Strike Zone to get practice underway.

Pitching Distribution Menu

Various	Pitch types are chosen automatically.
In Order	Change the order in which pitch types are thrown.
2P Control	Player 2 pitches to you.

Batting Results
Also see the distance the ball traveled.

Timing Meter

High Score / Score
Acquire points by breaking batting records.

Sweetspot Cursor Timing

Pitching Practice

Work on your pitching. Select the team and pitcher you want to use, as well as that pitcher's Condition, and you're ready to start practicing. During practice, a pitching target will display inside or along the strike zone. Control the Pitching Cursor and try to throw your pitches through the pitching target.

High Score / Score
Acquire points by pitching really well.

Strike Zone

Pitching Target

Fielding Practice

Work on your defense. Select the team and players you want to practice with. To change the Fielding Practice Settings during practice, hold down the L2 button. You can then decide if there are runners on each base or if you will hit the ball yourself. If you decide to bat yourself, set the power, height, and direction of the ball, pressing the ✕ button to swing or the ○ button to bunt. After you've finished responding to that ball, press the START button to move on to the next play.

Base Running Practice

Work on moving from base to base. Select the team and players you want to practice with. Press the SELECT button during practice to put in a new runner.

General Offensive / General Defensive

Select the team you want to use and also an opposing team. Then, begin practicing. The controls are the same as during an actual game, except that teams never change sides. The team batting will always continue to practice hitting and base running, while the team in the field will keep working on their pitching and defense.

About Options

In Options in both Practice Mode and Matchup Mode, you can adjust various settings for both yourself (1P) and the computer (2P).Except for some settings like Game Progress not being present, the items in Options are the same as in Controller Setup. Also, in Control, you can select either "Type A" or "Type B" as your controller type. In addition, Control can be set to "Rookie," "Normal," "Expert" or "My Options." To choose the Condition of every player, go to Handicap. (See "Controller Setup" on P.23 .)

Arrange

In this mode, you rearrange an existing Major League team to create your own original ball club.

Arrange Menu

To make an Arrange Team, select "Create." Switch between the three menus using the L1 button and the R1 button.

Create	Make an Arrange Team. First, select a file to create your team with. Then, choose a base team to start with. This will bring you to the Team Arrange Screen.
Delete	Erase saved Arrange Team data from a file.
Copy	Copy saved Arrange Team data into another file.

Created Data

Arrange Teams that you've already created appear with a colored border. This border tells you where the team was put together.

Green border	Arrange Team created in Arrange Mode.
Yellow border	Arrange Team created in Season Mode.
Blue border	Arrange Team created in Season Mode and added to Arrange Mode.
Red border	Arrange Team created in Season Mode and edited in Arrange Mode.

Team Arrange Screen

Select from the menu and create an Arrange Team. Press the L1 button and the R1 button to switch between MLB/AAA registered player lists. To move between registered player lists and detailed data displays, press the SELECT button.

Original Team Creation

Freely choose your team's most important details. After setting each item, select "OK" to confirm your choice.

Team Name / Mark	Freely decide your team's name, hometown, mark, and logo, etc.
Uniform	Set detailed colors and designs for both your home and away uniforms.
Home Stadium	Choose your home ballpark.
Reset to Base Team	Restore the team to its original settings.

Pitcher Select

Exchange a pitcher on your Arrange Team with a pitcher from another team. Select the players you want to switch, pressing the ⊗ button to confirm each choice.
To change the team which is displayed, press the L1 button or the R1 button. Pressing the L2 button or the R2 button will move you quickly between groups of teams (by division or created teams, etc.).
Select "Player Search," to look for a player using a wide range of criteria. If you choose "Fielder," you will then proceed to the Fielder Arrange Screen. To take a player off your team, select "Remove from team."

★ Created players will not be displayed when you conduct a Player Search.

Fielder Select

Exchange a fielder on your Arrange Team with a player from another team. The controls are the same as with Pitcher Arrange.

Role Setup

When you've decided to let the computer manage your team during games, go to "Team Strategy" and set a gameplan for the computer to follow. Select "Role" to give assignments to both pitchers and fielders. Go to "Lineup" to set your fielders' batting order.

Voice Setup

Set the name used by commentators during the game for each player. After selecting a player, choose which name you would like to assign him. Choose either "Select" to look for a a player's name or "Search" to listen through 50 different names. While setting things up, you can conduct a voice test by pressing either the L1 button or the R1 button.

The set sound of a given player is displayed.

Uniform Number

Freely decide the uniform numbers for your players.

Save

Save the data of the Arrange Team you created.

Display Style

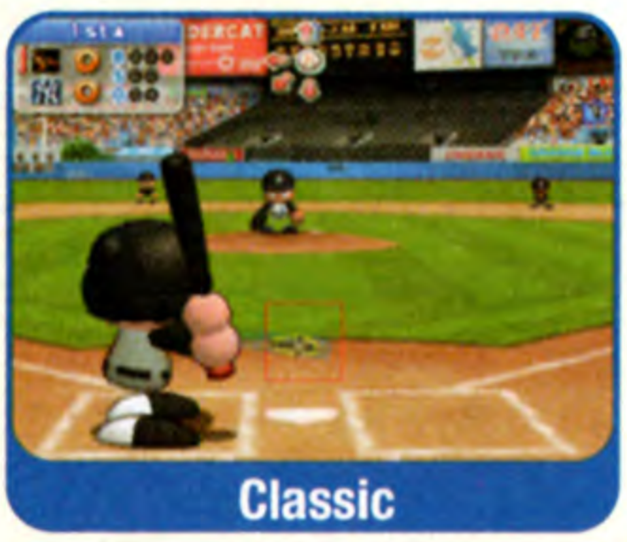
Adjust settings for the Batting Camera, Pitching Camera, and Fielding Camera. Choose whichever camera you like.

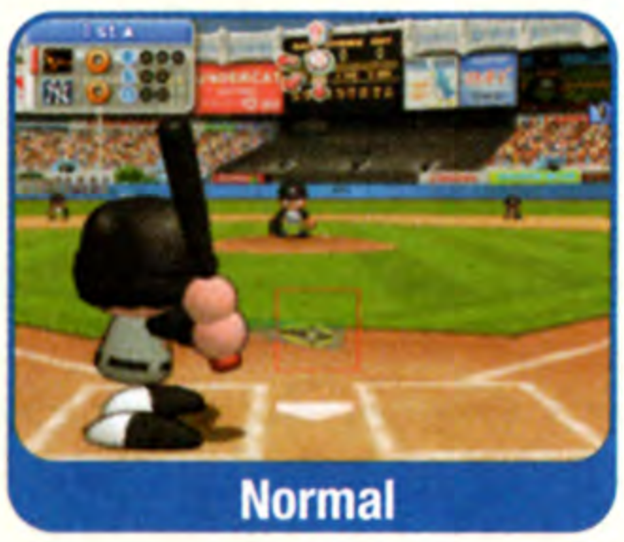
Display Style Screen

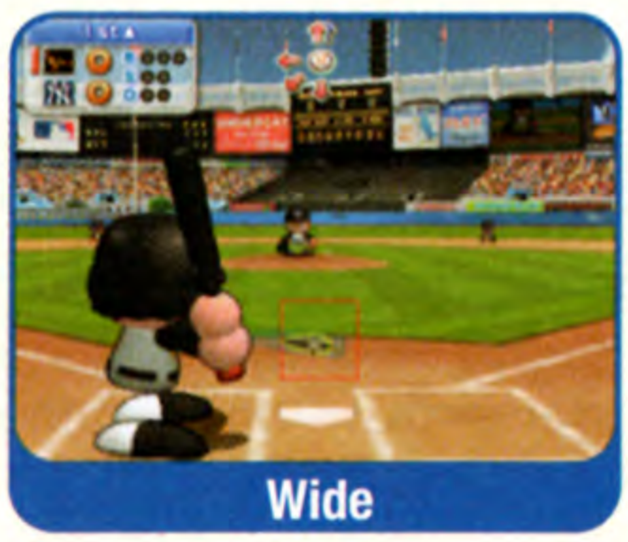
Press the left analog stick or directional buttons ⬆/⬇ to select an item and ⬅/➡ to make a change.

Batting Camera

Adjust the camera used when you're batting. Change the angle to from narrowest to widest: "classic," "normal," or "wide."


Classic


Normal


Wide

Pitching Camera

Adjust the camera used when you're pitching. Select "behind batter" to watch the pitch from the batter's viewpoint. Choose "behind pitcher" to watch the pitch from the pitcher's viewpoint.

★ "behind pitcher" can only be used in 1P vs. CPU games.

Fielding Camera

Adjust the camera used when you're fielding. Select "follow" to have the camera follow a batted ball until it is fielded.

My Data

Perform actions, such as checking data and entering a password, for a player you created. You can also adjust game settings.

Custom Edit Player

Set the name used by commentary and the statistics for a created player registered in Success Mode.

★ This option can only be selected when you have saved created player data.

Voice Setup

Choose the player name which will be used in commentary. (See "Voice Setup"on P.45 .)

Statistics Setup

Adjust statistic settings for a created player.

Edit Player

Change a player's data. Select a Major League player and then choose the items you would like to edit.

View or Delete Custom Players Password Display

Check the data and password for a created player registered in Success Mode. After you select a player, a menu will display. Choose "Ability Details" to see a summary of the player's abilities. Check the player's password with "Password Display." To erase player data select "Delete Player." Be careful when doing so because, once you delete player data, it cannot be retrieved again.

Password Input

Enter a password for your created player. By inputting a password for a player you made on a friend's MLB® Power Pros 2008, you can play a game using that player.

★ If you already have either 110 fielders or 90 pitchers, you will have to delete data you no longer need.

Move Data

View, copy, delete, or transfer player or Arrange Team data saved to your Memory Card (8MB)(for PlayStation®2).

Please note:

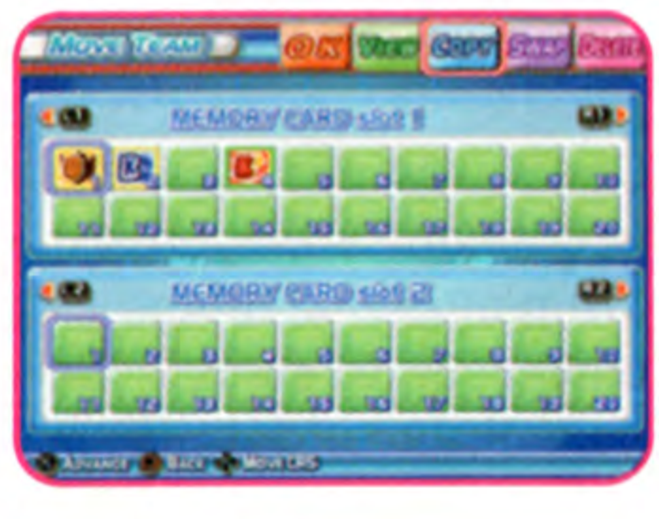
When copying or transferring player or team data, be sure to insert a Memory Card (8MB)(for PlayStation®2) into both MEMORY CARD slot 1 and MEMORY CARD slot 2 ahead of time. Also, you must have already created "MLB® Power Pros 2008" main data on the Memory Card (8MB)(for PlayStation®2) you are saving transferred data to.

Move Player

You can exchange player data saved to a Memory Card (8MB) (for PlayStation®2) between MEMORY CARD slot 1 and MEMORY CARD slot 2. Choose "View" to check player data or "Copy" to duplicate the currently selected player's data. You can also swap players, by choosing "Swap" and then selecting the players you want to exchange.

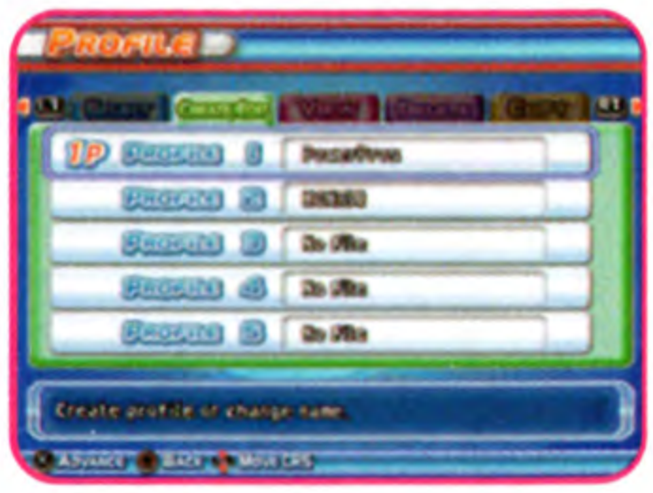
Move Team

You can exchange Arrange Team data saved to a Memory Card (8MB)(for PlayStation®2) between MEMORY CARD slot 1 and MEMORY CARD slot 2. The controls are the same as "Move Player."



Profile

Create a file to save your profile (personal results and records) in. Press the L1 button or the R1 button to select one of the following items and confirm your choice with the ⊗ button.



Select

Use the left analog stick or directional buttons to choose the file you want to use and press the ⊗ button to confirm your selection.

Create/Edit

To create a new file, select a file with no name attached to it. After entering a name, choose “OK” to make a file. If you select a file which already has a name, you can give it a new name.
Please note that you can save a maximum of five different files.

View

After selecting the profile you would like to check, you can view information such as Wins and Losses and Pitching Records.

Wins and Losses	View results against the computer and other profiles.
Memorial	Check records such as come-from-behind victories and shutouts.
Batting Records	Look through hitting statistics.
Pitching Distribution	See records for different kinds of pitches.
Fielder Records	View fielder records.
Pitcher Records	Check pitcher records.
Number of Times Team Used	See how many times so far you’ve used a team.

Delete

Deleting a file. After deleting a file it is not possible to regain the lost information.

Copy

Copying a file. Select the order of copied files.

Load Data

Load game data saved to a Memory Card (8MB)(for PlayStation®2).

About Main Data

For this game, you can save and load game settings using a Memory Card (8MB) (for PlayStation ®2).

- ☐If a Memory Card (8MB)(for PlayStation®2) with saved game data is inserted into your PlayStation®2 when you start up the game, that data will load automatically. You can then continue playing from your last save point. While saving data, never remove the Memory Card from your PlayStation®2.
- ☐In order to save data, you must have at least 895 KB of available space. If there is not enough space on your Memory Card (8MB)(for PlayStation®2), delete data you no longer need and then save.
- ☐This game's main data, Season Mode, and MLB Life Mode data are saved into separate files. In order to save data other than your main data, you must have the following amount of available space.
  Season Mode: 1211 KB or more / MLB Life Mode: 1053 KB or more.

Audio

Press the left analog stick or directional buttons ⬆/⬇ to select an item and ⬅/➡ to make a change.

Stereo Setup

Choose a sound output setting from between "Stereo," "Dolby Pro Logic II," and "Monaural."

Sound Setup

Adjust volume settings by selecting either "Recommended" or "Manual Setup."
With "Manual Setup," set Commentator Volume, PA Announcer Volume, Umpire Volume, Stadium Background Music Volume, and Crowd/Cheer Volume to either "Loud," "Normal," "Quiet" or "None."

CREDITS

View the game's credits.

Shop / Baseball Cards

Spend your Pro Points at the Shop to make a purchase. Go to Baseball Cards to look through any player cards you've acquired.

Shop

Use the Pro Points (PP) in your possession to make a purchase. Acquire Pro Points by playing in modes such as Exhibition and Success. Items you can buy include Baseball Cards, Pitching Forms, Batting Styles, and Uniforms.

How to buy things

Highlight an item using the left analog stick or directional buttons and press the ⊗ button to purchase it provisionally. In Baseball Cards, you can provisionally buy up to 10 packs of each type at any one time. To finalize a purchase, select "Buy." Choose "Cancel" to negate the transaction. Press the L1 button or the R1 button to switch between item types.

★ To see a Baseball Card's player description, press the SELECT button while the card is highlighted.

Baseball Card Doubles

Until you buy a pack of Baseball Cards, you won't know what is inside it. There will be times when a card you receive is the same as one you already have. That's called a "double." If you get 100 doubles, you can exchange them for a card that you don't have yet.

Baseball Cards

Take a look at the Baseball Cards you've acquired. First, select a team and then choose a player whose card you own (displayed in a bright color). Detailed information about that player will then be displayed.

About Pro points

Pro points can be obtained in Exhibition, Success, Season, and Home Run Mode. Be sure to play many different modes as you look to build up your points.
(See "Exhibition" on P.14, "Success" on P.16, "Season" on P.22, and "Home Run" on P.41.)

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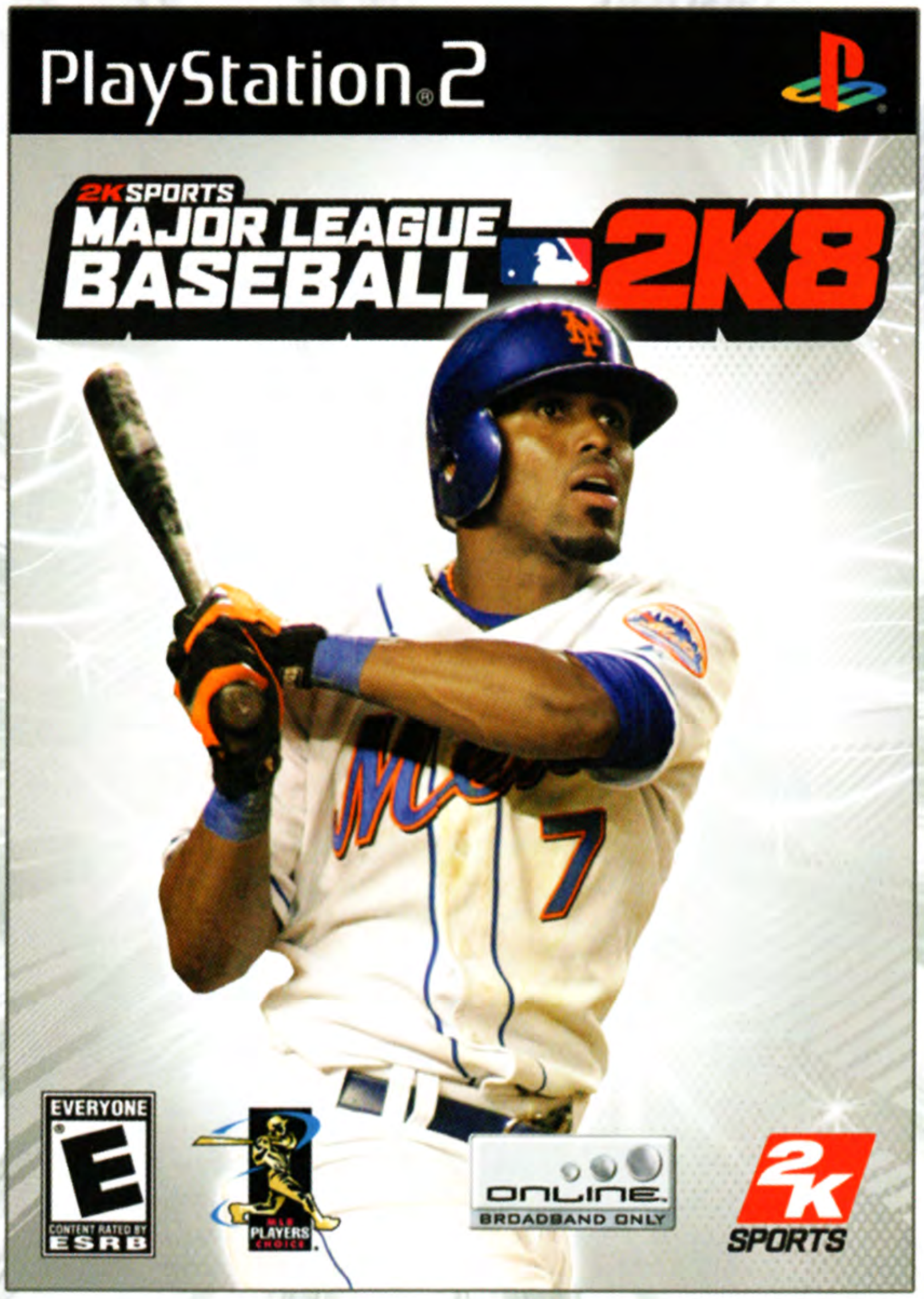

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